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StoryTree™

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User's Handbook

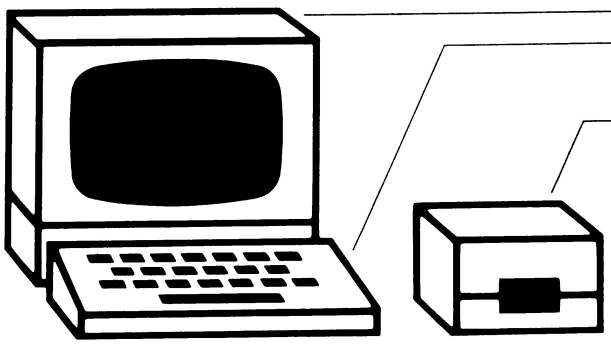
STORY TREE is very easy to use. The loading instructions and the Quick Start Guide are all you need to get started, and there is always information on the screen about what to do.

First, check your equipment and load the STORY TREE program using the information on the following pages. Next, read the Quick Start Guide for a short description of what STORY TREE does and how the program works. Follow the Quick Start suggestions, and you'll soon be reading — and writing — STORY TREE stories.

Turn to the Reference Guide and the Tutorial section for extra help and information. The Reference Guide contains detailed instructions and useful notes on all of STORY TREE's features. The Tutorial section gives you a step-by-step example to follow when you're ready to write your first STORY TREE story.

Suggestions for using STORY TREE as a classroom tool, including both organizational tips and specific curriculum activities, can be found in the Teacher's Guide which starts on page 45.

Equipment You Need



1 TV or monitor
2 Apple® *//e*, Apple *//* Plus with 48K, or Apple II with 64K or Applesoft in ROM
3 Disk drive
4 STORY TREE Master Disk and sample Story Disk

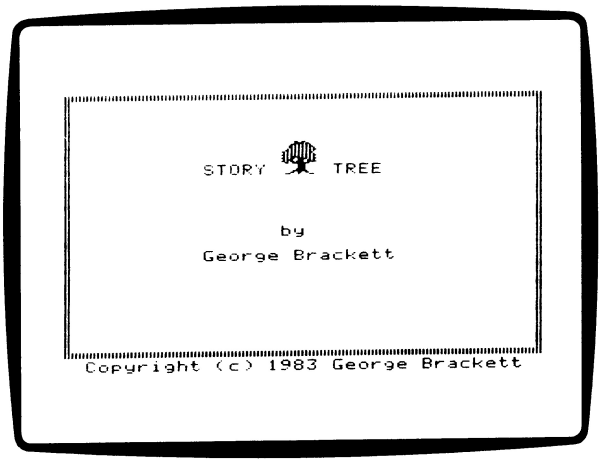
Apple is a registered trademark of Apple Computer, Inc.

NOTE: There is room on the sample Story Disk for your own first few stories. Later, you will need a blank disk to keep your stories on.

How to Load STORY TREE

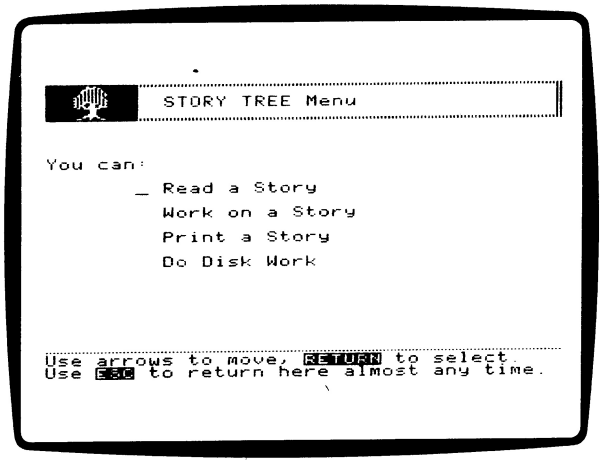
If the computer is on, turn it off.

1 Insert the STORY TREE Master Disk in the disk drive (label facing up) and close the drive door.
2 Turn on the computer and TV (or monitor).
3 The STORY TREE title screen will appear, and then the message 'Please insert a Story Disk . . .' If this does not happen, carefully repeat the steps to this point.



4 Remove the Master Disk and insert the sample Story Disk.
5 Press the SPACE BAR to continue to the main STORY TREE menu.

NOTE: Never remove or insert a disk while the drive's red light is on.


STORY TREE Menu
You can:
Read a Story
Work on a Story
Print a Story
Do Disk Work
Use arrows to move, RETURN to select.
Use ESC to return here almost any time.

QUICK START GUIDE

What is STORY TREE?

STORY TREE is a program for writing and reading 'interactive' stories. An interactive story lets you make choices about the way the story will unfold. In a STORY TREE story about a haunted house, for example, you might choose one of two doors to open. If you open one door, you meet a ghost; if you open the other, you find a long-lost treasure. STORY TREE stories can also include chance events: sometimes the ghost might be friendly, sometimes not.

STORY TREE stories branch out from one beginning to many different endings. That's the reason for the name: all the different story lines, branching out from each other, look like a tree — a story tree.

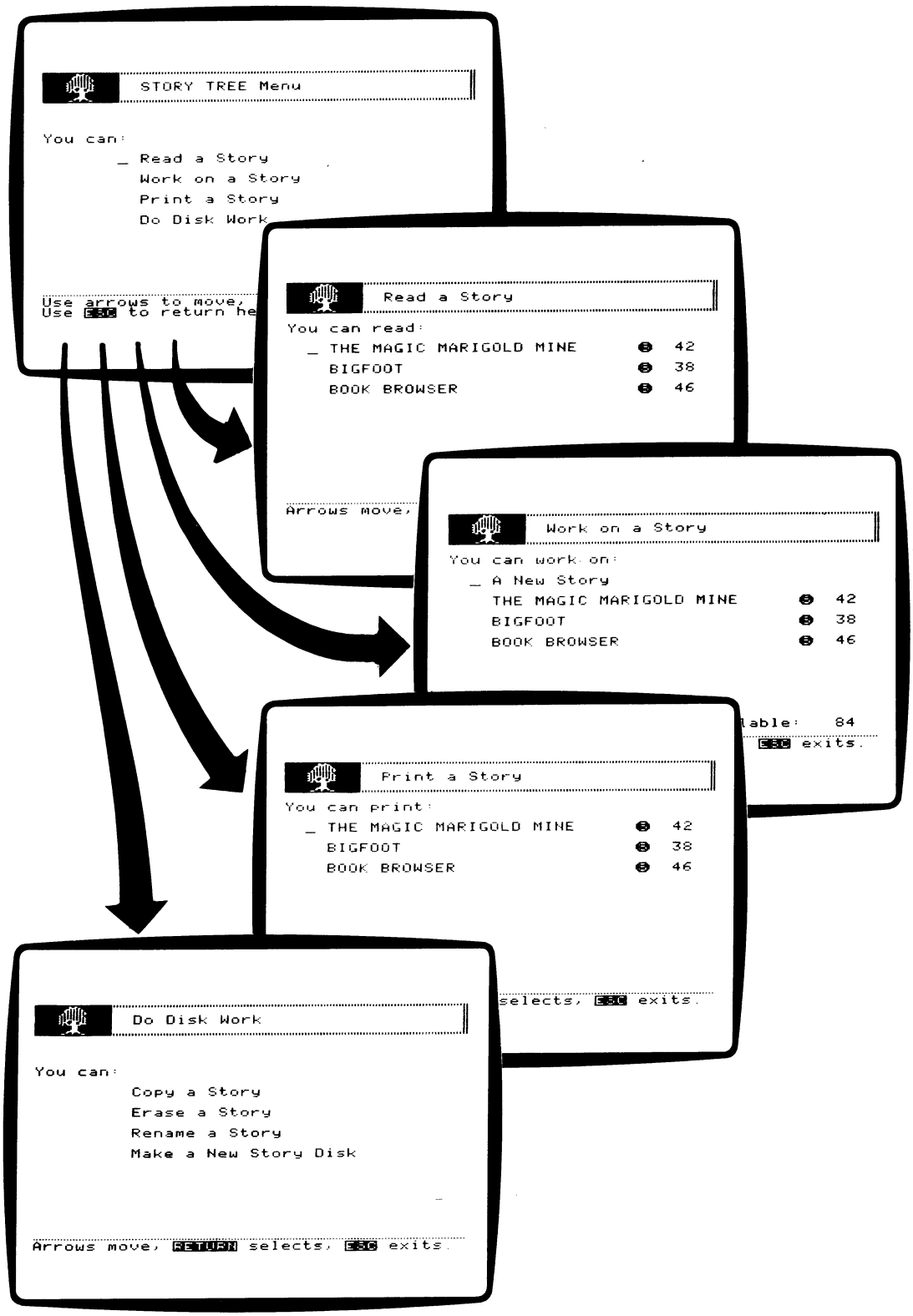
How STORY TREE Works

When you load STORY TREE into your computer, you quickly come to the main STORY TREE menu. It lets you choose one of STORY TREE's four main activity areas: reading stories, working on (or writing) stories, printing stories, or doing work with Story Disks. Each activity area has its own, more specific menu, letting you choose which story to read, for example, or which kind of disk work to do. The map on the next page shows how the key STORY TREE menus fit together.

You'll find more linked menus like these inside each activity area. The menu title tells you where you are, and the instructions at the bottom of the screen tell you what to do next. The menus make it easy to move from one activity to another as you use STORY TREE.

To use a menu:
1 Use the ARROW keys to move the cursor (a blinking underline) until it is next to the option you want.
2 Press the RETURN key to select that option. The next menu or activity screen will appear in a moment.
3 Press the ESC (escape) key whenever you change your mind and want to back up to the last menu or activity. (Pressing ESC enough times takes you to the main STORY TREE menu.)

These and other special menu keys are listed in the chart on page 43.


STORY TREE Menu
You can:
_ Read a Story
Work on a Story
Print a Story
Do Disk Work
Use arrows to move,
Use ESC to return he
Read a Story
You can read:
_ THE MAGIC MARIGOLD MINE 42
BIGFOOT 38
BOOK BROWSER 46
Arrows move,
Work on a Story
You can work on:
_ A New Story
THE MAGIC MARIGOLD MINE 42
BIGFOOT 38
BOOK BROWSER 46
lable: 84
ESC exits.
Print a Story
You can print:
_ THE MAGIC MARIGOLD MINE 42
BIGFOOT 38
BOOK BROWSER 46
selects, ESC exits.
Do Disk Work
You can:
Copy a Story
Erase a Story
Rename a Story
Make a New Story Disk
Arrows move, RETURN selects, ESC exits.

Reading STORY TREE Stories

Begin your first STORY TREE session by reading the stories on the sample Story Disk. Try THE MAGIC MARIGOLD MINE for high adventure. Search through BIGFOOT for the facts on a fabled creature. Look for a good book to read in BOOK BROWSER. Read each story several times: it's fun to explore all the different branches, and you will discover some good ideas for writing your own stories.

To read the sample stories, load the STORY TREE program, insert the sample Story Disk, and select 'Read a Story' from the main STORY TREE menu. Then follow the screen instructions to select and read your first story. (If you need help, see the Reading a Story section of the Reference Guide.) When you have finished the first story, STORY TREE will automatically display the Read a Story menu so that you can choose another story to read. It's best to begin each story at the beginning. But, if you wish, you can choose another starting point from a menu of the story pages. Experiment!

Writing STORY TREE Stories

With STORY TREE, you write a story page by page, beginning with the first page and letting the story unfold from there. It's like writing other kinds of stories, except that you can link pages together in new ways:
1 You can CONTINUE the story from one page to the next, just like any story.
2 You can give the reader a CHOICE, branching the story to a different page for each selection.
3 You can also make the story branch by CHANCE, going to one page part of the time and another the rest of the time.

There are two kinds of STORY TREE stories, each with different linking possibilities: Super Stories and regular stories. Super Stories have all three kinds of branching connections — CONTINUE, CHOICE, and CHANCE — and up to four choices per page. Regular stories include just the CONTINUE and CHOICE options, with a limit of two choices per page.

When you are ready to write your first STORY TREE story, you might want to turn to the Tutorial at the end of this handbook. It shows you how to begin a story called THE CHECKMATE MYSTERY, with step-by-step examples for learning how to write CONTINUE, CHOICE, and CHANCE pages. After finishing the Tutorial, you can complete the mystery with your own pages full of clues, discoveries, and surprises.

If you would rather plunge in and just start writing, select 'Work on a Story' from the STORY TREE menu and follow the instructions on the screen. Be sure to check the chart on page 43 for the special word processing keys that make typing and correcting easier.
For more help, see the instructions and notes in the Working on a Story section of the Reference Guide.

Here are some of the kinds of stories you can write with STORY TREE:

- an adventure (like THE MAGIC MARIGOLD MINE)
- a mystery or detective story (like THE CHECKMATE MYSTERY)
- an interactive article (like BIGFOOT)
- an information tree (like BOOK BROWSER)
- a random story or poem (make every page a CHANCE page)
- a tour of your house or school or town
- a multiple-choice guessing game or quiz

REFERENCE GUIDE

READING A STORY

To read a story:

1 Begin at the main STORY TREE menu. (If you are somewhere else in the program, press ESC a few times until the main menu appears.)

2 Select the 'Read a Story' option. (Make sure the *cursor* — the blinking underline — is next to 'Read a Story,' and then press RETURN.)

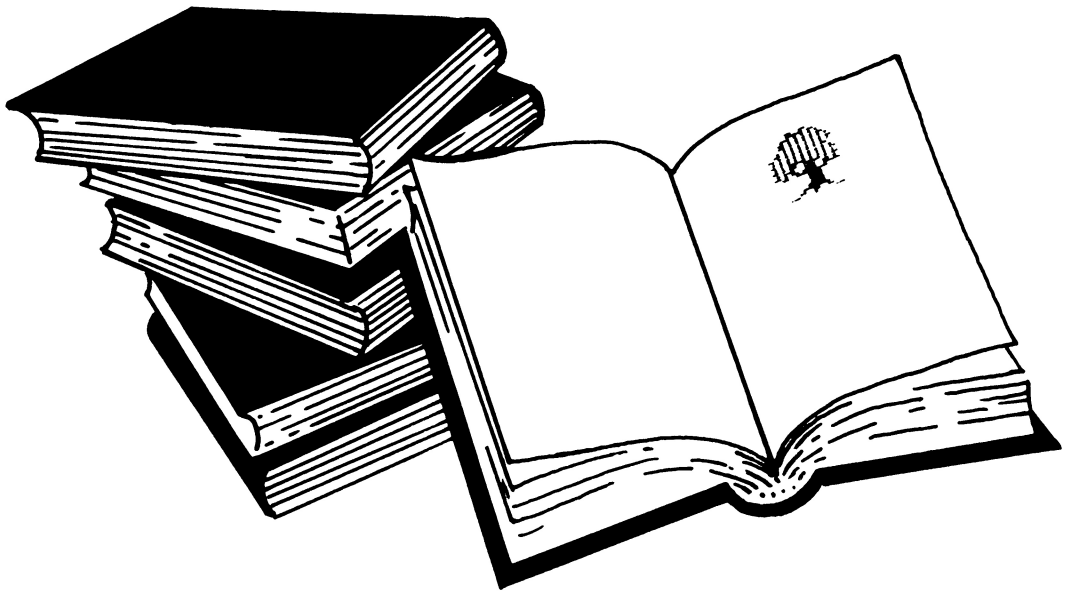
3 If the story you want is not listed in the Read a Story menu, place a different Story Disk in the drive and repeat the previous steps.

4 Select the story from the Read a Story menu. STORY TREE prints the number of pages in each story at the right, and places a special 'S' after the names of Super Stories.

5 When STORY TREE asks 'Should we begin at the beginning? y/n,' press Y for yes or N for no. If you press N, STORY TREE will display a menu of all the pages in the story. Follow the screen instructions to choose a page to begin reading.

6 Read the story, following the instructions at the bottom of the screen. When you are finished reading, STORY TREE automatically returns you to the Read a Story menu.

7 If you want to stop reading a story in the middle, use ESC. Press once to get to the menu of story pages — if you like, you can start reading again at any page. Or press ESC a second time to reach the Read a Story menu.



WORKING ON A STORY

When you choose to work on a story, you can either begin a new story, or edit an old story by changing or adding pages.

Beginning a New Story

To begin a new story:
1 Select 'Work on a Story' from the STORY TREE menu.
2 Select 'A New Story' from the Work on a Story menu.
3 Type the story's name in the blank. If you make a mistake, use the left arrow key to back up and correct it. Then use the right arrow key to return to where you left off. Press RETURN when you are finished.

STORY TREE automatically prints the name in capitals, so you don't need to shift. Story names must begin with a letter, and cannot include commas. The word processing keys do not work when you are typing a story name.

4 When STORY TREE asks 'Is this a Super Story? y/n' press Y for yes or N for no. If you press N, STORY TREE will let you create a regular story using only CONTINUE and CHOICE connections, with a limit of two choices per page.
5 When the Write menu appears, begin writing at the first page — 'Start.'

Writing a New Page

To write a new page of a STORY TREE story, you must fill in:

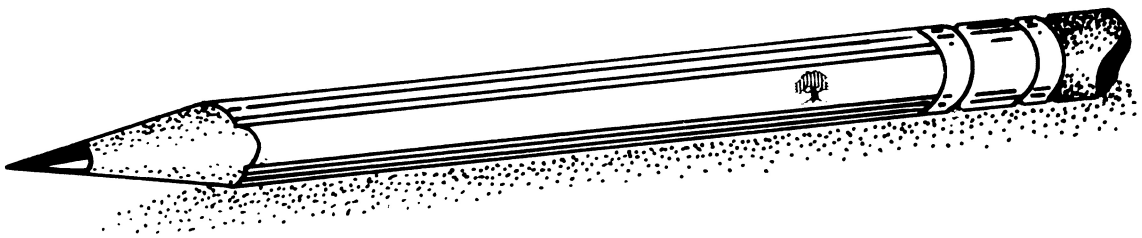
1 a descriptive name for the page
2 the text that tells the story
3 the connections linking the page to the next page (or pages)

The first two steps are the same for any page. The last step is different for each kind of branching connection — CONTINUE, CHOICE, or CHANCE. (For detailed examples of page writing, see the Tutorial section.)

To write any new page:
1 Select the page from the Write menu. If the page you want is not visible, you can use the F key to move forward through the page list seven names at a time. Use the B key to move back.
2 Enter the page name in the blank. To accept the name as shown, just press RETURN. Otherwise, use the word processing keys to change the name, and then press RETURN.
3 Enter the page text in the big blank under the page name. Use the word processing keys to correct any mistakes. (See next page for instructions.) Press RETURN when you are finished.
4 Fill in the branching connection to the next page or pages, following the instructions for completing CONTINUE, CHOICE, or CHANCE pages. (These instructions start on the next page.)

When you finish writing a page, STORY TREE displays the page name, text, and branching connections with the question 'Keep, Change, or Undo your work?' displayed at the bottom of the screen. If you press K, STORY TREE will store the page as shown on the Story Disk. If you press C, STORY TREE will store the page for safety's sake, and then let you edit the page. If you press U, STORY TREE will throw away your work, leaving the page empty.

NOTE: Until you have completed the three parts of each page — the name, the text, and the branching connections — STORY TREE will label it EMPTY on the page menu.



Using the STORY TREE Word Processor

STORY TREE includes a word processor with special keys to help make your writing and revising easier. (See the chart on page 43 for a complete list of special keys.)

To make corrections or changes using the word processing keys:
1 Move the cursor to the place you want to change. To move left or right, use the left or right arrow key. To move up or down, use the up or down arrow key on the Apple *//*e, and CTRL-B or CTRL-F on the Apple II Plus.
2 To insert a letter or a word, just type it beginning where you want it to go. The rest of your text will move over to make room.
3 To delete a letter or word, choose one of two methods: (a) Place the cursor just after the letter or word. Press DELETE or CTRL-D to erase one letter at a time until you are done. (b) Place the cursor under the first letter you want to erase. Press CONTROL-X or CTRL-X until you are finished erasing. With both methods, the rest of your text will move back to replace the letters you have erased.

Completing a CONTINUE Page

After entering the page name and text:
1 Select 'Continue to the next page' from the menu.
2 Select the next page from the menu of story pages. You can choose any page that already exists in the story, or you can add 'A new page.'
3 If you select 'A new page' to continue to, enter a name for the new page in the blank and press RETURN.
4 Check the completed page, and press K to keep, C to change, or U to undo your work.

Completing a CHOICE Page

After entering the page name and text:
1 Select 'Branch by choice' from the menu.
2 Enter the choices one at a time in the blanks provided. Type the choice, correct any mistakes, and press RETURN.
3 To enter only two or three choices in a Super Story, press RETURN a second time after you enter the last choice.
4 Select the next page for each choice. STORY TREE will display each choice in turn, followed by the menu or story pages. You can select any page in the story, or add 'A new page.'
5 If you select 'A new page,' enter a name for the new page in the blank and press RETURN.
6 Check the completed page, and press K to keep, C to change, or U to undo your work.

Completing a CHANCE Page

After entering the page name and text:
1 Select 'Branch by chance' from the menu.
2 Enter the percent of the time STORY TREE should take Branch A and press RETURN. Branch A and Branch B are names for the two directions the story can take at a CHANCE page.
3 Press the SPACE BAR to continue after STORY TREE displays the percent of the time each branch will be taken.
4 Select the next page for Branch A and then Branch B. You can choose any page that already exists in the story, or you can add 'A new page.'
5 If you select 'A new page,' enter a name for the new page in the blank and press RETURN.
6 Check the completed page, and press K to keep, C to change, or U to undo your work.

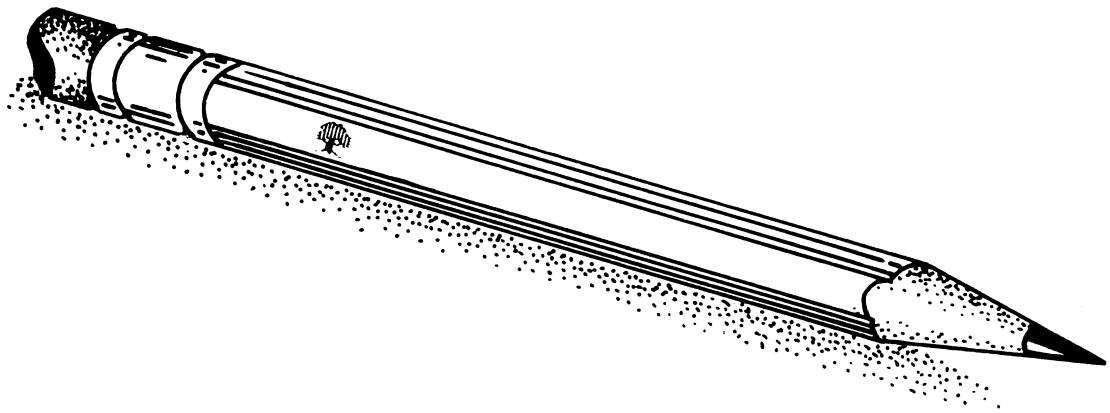
Editing a Story

You can edit a story at any time. Just select the story from the Work on a Story menu (if you are not already working on it), and then edit any story page you wish. When you edit a page, you can change any part — name, text, or branching connection — while leaving the rest alone.

To edit a page:
1 Select the page from the story's 'Write' menu.
2 Edit the page name:
Press RETURN to accept the name as shown, or use the word processing keys to change the name before pressing RETURN.
3 Edit the page text:
Press RETURN to accept the text as shown, or use the word processing keys to change the text before pressing RETURN.
4 When STORY TREE asks 'Same branch? (ESC exits) y/n,' press Y if the branching connections are correct as shown. Press N if any part of the connection — for example, the kind of connection, the wording or number of choices, the next-page selections, etc. — should be changed.
5 If you press N, complete a new branching connection for the page.

If you choose the same kind of connection as the original page, STORY TREE will display the original choices or chance figures for you to change. STORY TREE will also mark the original next-page selections with an asterisk (*).

6 Check the completed page, and press K to keep, C to change, or U to undo your work. If you press U, STORY TREE will throw away your work and the page will stay in its original form.



Notes

Reading while writing:
If you forget what is on a particular page, just select that page to work on. STORY TREE will display it as always. When you are finished looking at the page, press ESC to return to the Page menu.

Backing up to make corrections:
You can use ESC to back up and make corrections in the page name or the page text. You cannot back up when you are filling the branching connections, however. This can damage the connections.

Writing big stories:
A story cannot be larger than 100 pages. If you want to write a big story, make sure there is room on the Story Disk first. STORY TREE prints the number of disk pages available at the bottom of the Write a Story menu. If your story does get too big to fit on the Story Disk, STORY TREE will tell you. When that happens, use 'Copy a Story' in Do Disk Work to put your story on a Story Disk with more room.

Story Disk capacity:
A Story Disk can hold up to six stories with about 200 pages altogether. So, for example, you can store two 100-page stories or six 30-page stories on one Story Disk.

Deleting pages:
STORY TREE will not delete pages. Deleting pages could cut off whole branches from your story. However, when you edit a story, you may change the branching connections so that the story never goes to a particular page. Even though it is 'cut off' from the story, the page stays in the page list. You can use cut-off pages again, though, for some other part of the story. You can choose the cut-off page the next time you need 'A new page.' Then change the page's name and contents to fit its new location in the story.

PRINTING A STORY

If you have a printer connected to your computer, you can make a printed copy of any STORY TREE story on fan-fold or roll paper. STORY TREE prints two story pages on each 8½ by 11-inch sheet of paper. After assembling the pages into a booklet, you and your friends can read the printed story following the instructions on each page. You can also write editing notes on the printed copy.

To print a story:
1 Begin at the STORY TREE menu. Be sure the Story Disk containing the story you want to print is in the disk drive.
2 Select 'Print a Story.'
3 Select the story you want to print from the Print a Story menu.

STORY TREE will display a standard list of printer setup information. The question 'Use this printer setup? y/n' appears at the bottom.

4 If the information shown is correct, press Y for yes. (Press Y even if you're not sure. If the standard setup doesn't work, you will know what to change.) Press N for no if any part of the information is incorrect, and fill in the correct information using the instructions in the next section.
5 Select the page where you want STORY TREE to begin printing. STORY TREE prints pages in the order shown in the Page menu.
6 STORY TREE will begin printing immediately and continue until it reaches the last page in the story. If you want to stop printing before the end of the story, press ESC after the last page you want has been printed.

Changing the Printer Setup

If you decide not to use the standard printer setup, complete the following steps to enter the correct setup information:

1 'Printer interface card slot (1 – 7)': The printer cable is connected to a printed-circuit interface card plugged into one of the slots inside the back of your computer. The slots are numbered from 0 to 7, and printers are most often connected to slot 1. Type the slot number for your setup and press RETURN. (If you don't know which slot, and don't know how to find out, get help from someone who does.)

2 'Is it an Apple Centronics card? y/n': This interface card needs special instructions from the computer to print properly. Type Y for yes or N for no and press RETURN. (If you don't know which card you have, ask someone to help.)

3 'Printed lines per sheet': There are 66 lines that can be printed on a standard 8½ x 11-inch sheet of paper. If your printer automatically skips an inch at the end of the sheet, the printer can only print 60 lines. Type the correct number and press RETURN.

4 'Left margin (0 – 30 spaces)': A margin of 10 spaces leaves about an inch between the left edge of the paper and the page text. A 30-space margin leaves about three inches, so that the text is printed about in the middle of the paper. Type the margin you want and press RETURN.

Notes

Connecting your printer:
It is best to make sure your printer is properly connected and working with your computer before starting to use STORY TREE.

Troubleshooting:
If the printer does not begin printing, make sure it is turned on. Also make sure the printer is switched to 'on-line' so that it will follow the computer's instructions. If something goes wrong during printing (for example, the paper jams), press ESC to stop. After fixing the problem, you can start printing again where the problem occurred.

Printing CHANCE pages:
When STORY TREE prints a CHANCE page, it includes instructions telling you to roll a die to decide which page to turn to next.

DOING DISK WORK

As you write more stories, you will need some help organizing them. Disk Work is a collection of small jobs STORY TREE does to help you keep your story library in good shape. Whenever you want to copy a story, erase it, change its name, or make a new Story Disk to keep it on, select 'Do Disk Work' from the main STORY TREE menu.

Copying a Story

It's often helpful to copy stories from one Story Disk to another. You can make a copy of a story for a friend, collect stories of the same kind on one disk, or move a story that's getting too big onto a Story Disk with more room.

You can only copy stories onto disks that have been *initialized* or prepared for storing information. If you don't already have an initialized disk, you can make one using the 'Make a New Story Disk' feature of Disk Work.

NOTE: You can copy a story onto any Apple DOS 3.3 disk, even if it has other information already stored on it. However, Story Disks initialized by STORY TREE can hold more story pages than a standard disk.

To prepare for copying:
1 Select 'Copy a Story' from the Do Disk Work menu.
2 Select the story you want to copy from the Copy a Story menu.
3 When STORY TREE asks you to, insert the Master Disk in the drive. (This allows a special copy program to be loaded into the computer's memory.) Press the SPACE BAR to continue.
4 STORY TREE will ask you to replace the Master Disk with the Story Disk that contains the story you want to copy. This is your *Original* Disk. STORY TREE also reminds you to have an initialized disk — the *Duplicate* — ready to hold the copy of the story.
5 Press the SPACE BAR to continue (or ESC if you don't have the Duplicate Disk ready).
6 STORY TREE then asks 'Do you have a second disk drive? y/n.' (It's easier and faster to make copies with two disk drives.) Press Y for yes or N for no.

To copy with one disk drive:
1 Place a write-protect tab on your Original Disk. (STORY TREE will remind you.) You may have to swap disks several times during copying, and this will prevent accidental damage to your original story.
2 Press the SPACE BAR to continue, and STORY TREE will begin copying the story.
3 When STORY TREE asks you to, insert the Duplicate Disk. (If the story is big, you may have to swap the Original and Duplicate several more times.)
4 When the copy is made, insert the Master Disk as STORY TREE requests, and press the SPACE BAR.
5 Insert a Story Disk when STORY TREE asks you to do so, and press the SPACE BAR to return to the main STORY TREE menu.

To copy with two disk drives:
1 STORY TREE will ask you to fill in the slot and drive numbers for your second drive. Press RETURN to accept the standard answers (slot 6 and drive 2). If you have a different setup, type in the correct slot and drive numbers.
2 Place the Duplicate Disk in the second drive. (STORY TREE reminds you which one.)
3 Press the SPACE BAR, and STORY TREE will copy the story.
4 When the copy is made, insert the Master Disk as STORY TREE requests, and press the SPACE BAR.
5 Insert a Story Disk when STORY TREE asks you to do so, and press the SPACE BAR to return to the main STORY TREE menu.

NOTE: To copy an entire Story Disk, use the COPYA program provided on the Apple DOS 3.3 System Master Disk. (If you have the newer ProDOS User's Disk, use the FILER program's 'Copy a Volume' option.) You can also use this method when you want to copy most of one Story Disk onto a new Story Disk. Copy the entire disk first, and then use STORY TREE to erase any stories you don't want on the copied disk. (Don't use other techniques, such as the DELETE command or file-copying programs, to copy or modify Story Disks. Story Disks have a special structure that only STORY TREE can handle properly.)

Erasing a Story

It's a good idea to erase any story you don't want anymore. You may need the space to make new stories or add to old ones.

To erase a story:
1 Select 'Erase a Story' from the Do Disk Work menu.
2 Select the story you wish to erase from the Erase a Story menu.
3 STORY TREE will ask 'Are you sure? y/n.' When STORY TREE erases a story, it is gone forever. Be sure you want to erase the story before pressing Y!
4 Press Y for yes if you want to erase the story or N for no if you have changed your mind.

Renaming a Story

You may decide to rename a story because you have thought of a better name, or because you want to avoid confusion with another story. (STORY TREE will not let you have two stories with the same name on one Story Disk.)

To rename a story:
1 Select 'Rename a Story' from the Do Disk Work menu.
2 Select the story you want to rename from the Rename a Story menu.
3 Type the new name over the old one. Erase any letters you don't want using the SPACE BAR.
4 Press RETURN to accept the new name as it appears in the blank.

Making a New Story Disk

Story Disks can hold only six stories with a total of about 200 pages. You will want to make new Story Disks as your STORY TREE library grows.

To make a new Story Disk:
1 Select 'Make a New Story Disk' from the Do Disk Work menu.
2 Follow STORY TREE's instruction: Remove any disk you want to keep from the disk drive. Making a disk into a new Story Disk will erase any stories or other information stored on it.
3 Place the disk you want to make into a Story Disk in the drive, and press the SPACE BAR. (The disk does not have to be initialized or prepared for storing information.)
4 Press E for erase if you are sure you want to erase this disk and initialize it as a Story Disk. (Press ESC if you have changed you mind.)

TROUBLESHOOTING

STORY TREE is designed to handle most problems smoothly, and to protect itself and your work from accidents. Still, it helps to know a little bit about how to avoid trouble, and what to do if a problem does turn up.

Avoiding Problems

The best way to avoid problems with STORY TREE is to read and follow the instructions on the screen. Here are two things you should be careful NOT to do:

1 Don't open or close the disk drive door when the red "in use" light is on. When this light is on, STORY TREE is either getting information from the disk or storing information on the disk. If you do anything to interrupt, you may damage a story or Story Disk beyond repair. If the red light is on and you suddenly realize you have left the door open, wait and let STORY TREE handle the situation.

2 Don't use the RESET key. Pressing RESET or CONTROL-RESET immediately stops whatever is happening and returns you to the main STORY TREE menu. If you press RESET when the disk drive is in use, you can damage a story and perhaps an entire Story Disk. If you press RESET while writing a story page, you will lose your work on the page. Use ESC instead of RESET.

Dealing with Problems

If a problem does come up, STORY TREE will tell you about it. For small problems, STORY TREE prints a message at the bottom of the screen telling you what to do. For larger problems, it displays a screen with a problem title at the top and a message about the problem.

Most of these problem messages tell you exactly what's wrong and what to do. Here are a few that need extra explanation:

- 'Door open, bad disk, or drive problem.' This usually means you have forgotten to close the disk drive door or to put a disk in the drive. It can also mean that you have forgotten to remove the STORY TREE Master Disk and replace it with the Story Disk. If the correct disk is in the drive and the door is closed, the disk may be damaged or the disk drive may not be working properly.

• 'Write-protected disk.' If a Story Disk has a write-protect tab on it, you cannot write a new story or change an old one until the tab is removed.

• 'File locked.' The story file on the Story Disk has been locked using the DOS LOCK command. You will not be able to work on the story or erase it until you UNLOCK the file.

NOTE: You can LOCK a story file by first booting the DOS System Master Disk, inserting the Story Disk, and typing LOCK followed by the story file name (exactly as shown in the disk catalog) and RETURN. This prevents anyone from changing or erasing the story until the file is UNLOCKed again. The stories on the sample Story Disk are all LOCKed in this way.

• 'Information missing from disk.' This message almost certainly means that someone interrupted STORY TREE while it was saving a story page on the disk. The story page is damaged. The undamaged pages of the story can be read or printed, but the story must be re-entered to salvage all of it.

Use the problem message on the screen to find the cause of the problem and correct it if you can. When you're ready, press the SPACE BAR to continue. In most cases, STORY TREE can continue normally from that point. (If the trouble is caused by a hardware problem or bad disk, you may have to turn the computer off to deal with the difficulty.)

NOTE: If you find a bug, STORY TREE will tell you. Please write to the STORY TREE Product Manager, Software Group, Scholastic Inc., 730 Broadway, New York, NY 10003. Be sure to include the 'bug code' shown on the screen, and describe what you were doing when the problem occurred.

TUTORIAL: HOW TO WRITE YOUR FIRST STORY

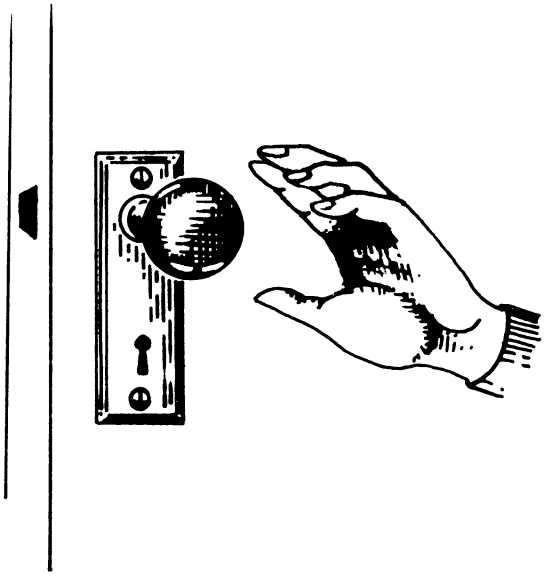
This tutorial will guide you through the first steps of writing and editing a Super Story called THE CHECKMATE MYSTERY. If you follow along and fill in all the pages, you'll get good practice in all the writing and editing steps. You'll also get a head start on your own first story.

How Stories Work: The Story Map

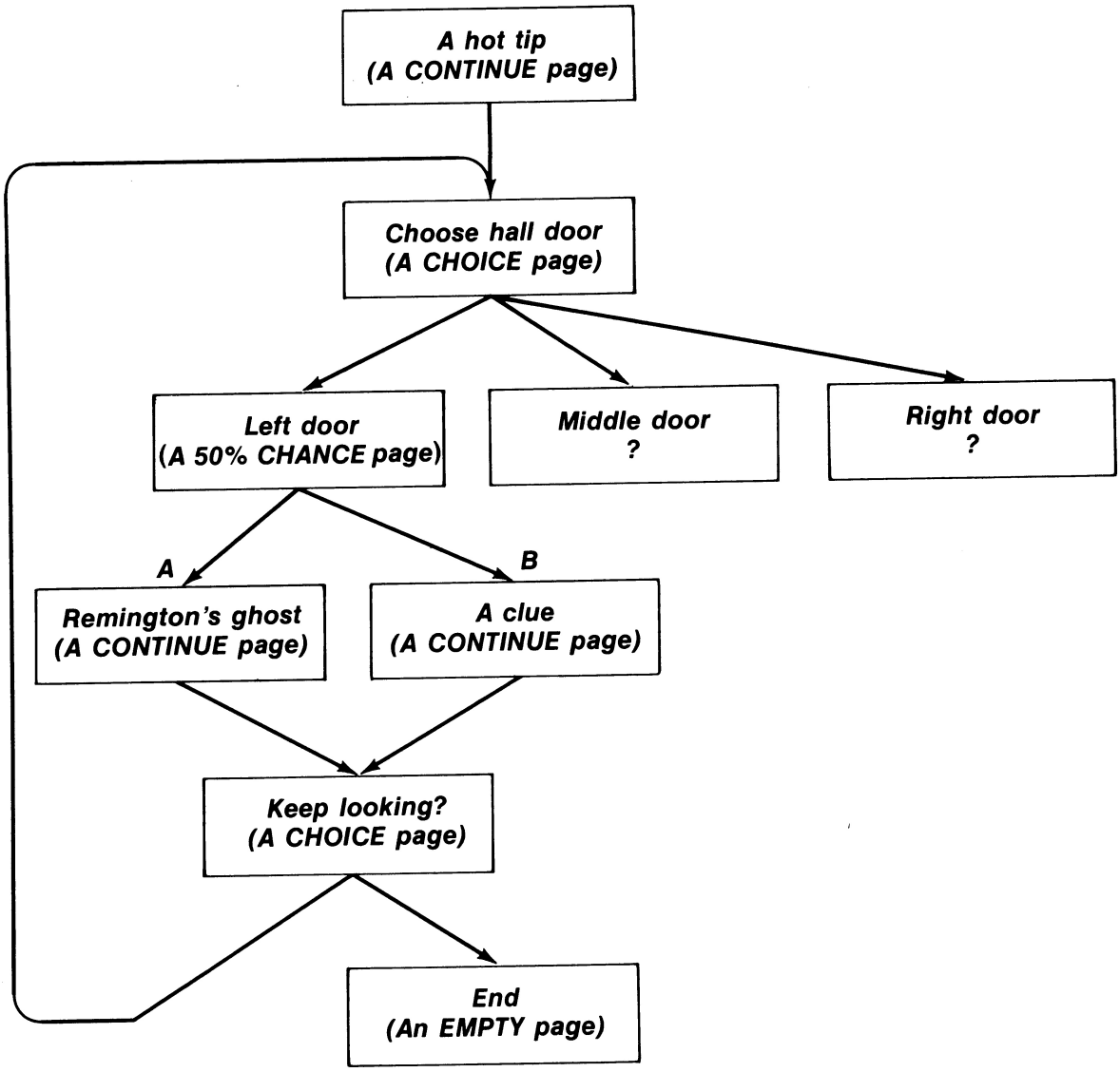
Look at the map of THE CHECKMATE MYSTERY on the next page. It shows all the parts of the story and the way they fit together.

As you can see, THE CHECKMATE MYSTERY has nine pages, one page for each screen the reader sees. Each page has a name that describes what happens on that page. The names help you follow the different story lines. At some pages, the story continues straight on to another page. At others, it branches by choice to several different pages. And at one page, the story branches by chance, going 50 percent of the time to one page, 50 percent to another. Find each kind of page—CONTINUE, CHOICE, and CHANCE—on the map, and see how the story lines branch.

If you follow the story lines on the map, you'll see that only one part of the story is complete. What happens if the reader chooses to open the middle door, or the door on the right? That's up to you—you can fill in the rest of the map as you write your part of the story later.



THE CHECKMATE MYSTERY



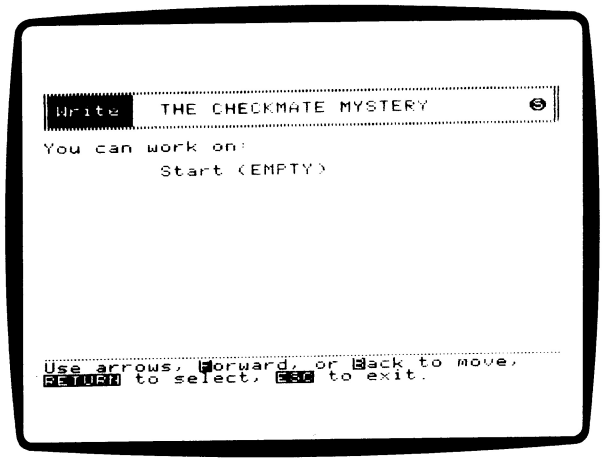
Beginning a New Story

Now that you have a general idea of how the pages of THE CHECKMATE MYSTERY fit together, you are ready to begin writing the story itself. Load the STORY TREE program and insert the sample Story Disk. (See page 2.) Then follow the steps below.

1 Select 'Work on a Story' from the main STORY TREE menu.
2 Select 'A New Story' from the Write a Story menu.
3 Name the story by typing THE CHECKMATE MYSTERY in the blank. If you make a mistake, use the left arrow key to back up and correct it. Then use the right arrow key to return to where you left off. Press RETURN when you are finished.

NOTE: STORY TREE automatically prints the name in capitals, so you don't need to shift.

4 Press Y for yes to answer the question 'Is this a Super Story? y/n.'



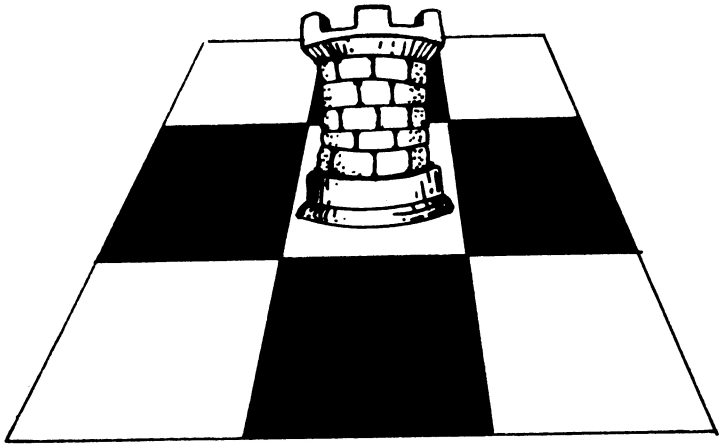
STORY TREE will display the Write menu for THE CHECKMATE MYSTERY. This menu lets you choose the next page you wish to work on. At the moment, there is only one page to work on, an empty page STORY TREE has named 'Start.'

Writing a New Page

To write a new page of a STORY TREE story, you must complete these three steps:
1 enter a descriptive name for the page;
2 enter the text that tells the story;
3 enter the branching connections linking the page to the next page or pages.

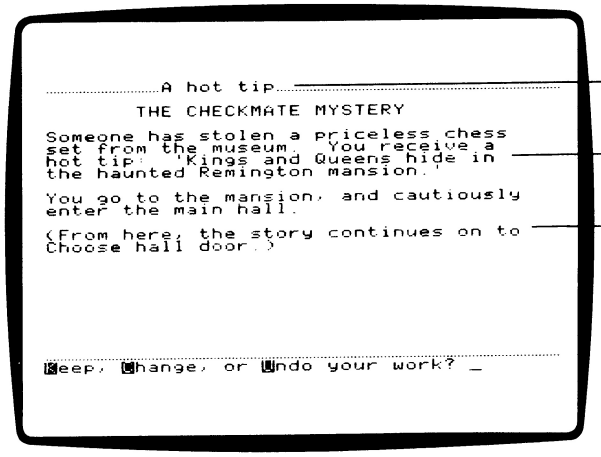
The first two steps are the same for any page. The last step is different for the different connections—CONTINUE, CHOICE, or CHANCE. As you write the first few pages of THE CHECKMATE MYSTERY, you will gain practice in completing these three steps for each kind of page.

Before you begin, read the section on STORY TREE's word processor in the Reference Guide (page 7). It tells you how to use certain special keys that make typing and correcting mistakes easy. While you are writing THE CHECKMATE MYSTERY, try out all the word processing keys and learn how they work. (See the chart on page 43 for a complete list of special keys.)



Writing a CONTINUE Page

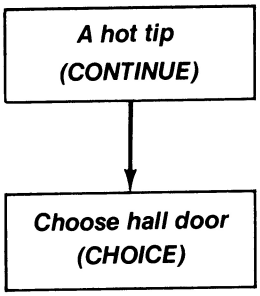
The first page of THE CHECKMATE MYSTERY is the simplest kind, a CONTINUE page. Here are the three parts of the page — name, text, and branching connections — as they will look when you fill them in:

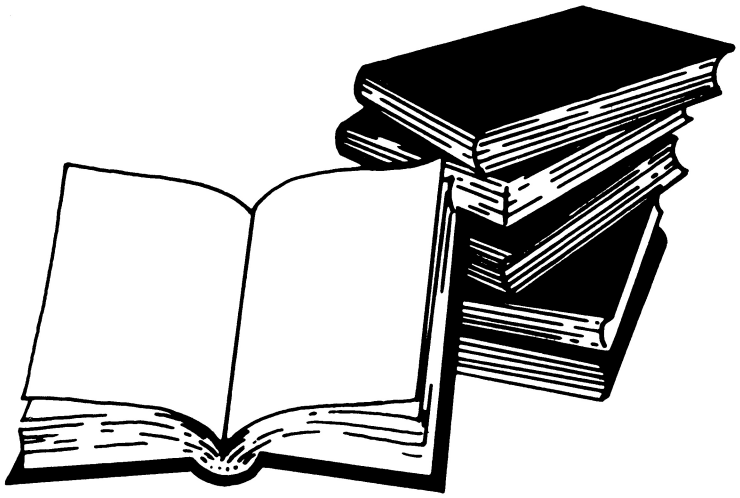

A hot tip
THE CHECKMATE MYSTERY
Someone has stolen a priceless chess set from the museum. You receive a hot tip: 'Kings and Queens hide in the haunted Remington mansion.'
You go to the mansion, and cautiously enter the main hall.
(From here, the story continues on to Choose hall door.)
Keep, Change, or Undo your work? _

page name

text

branching connection
(Do not type this. STORY TREE will fill this in after you have made the branching connection.)

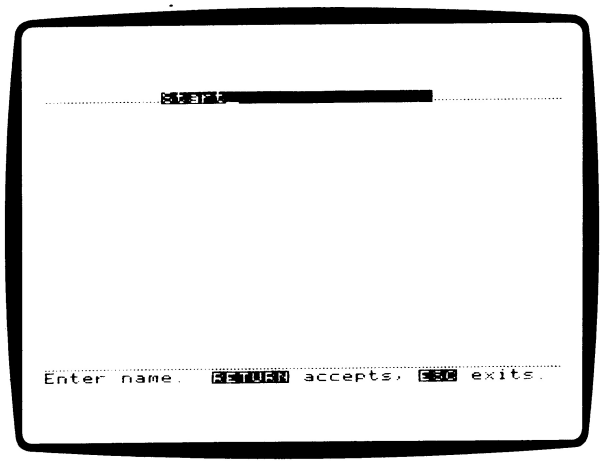




To write this page:

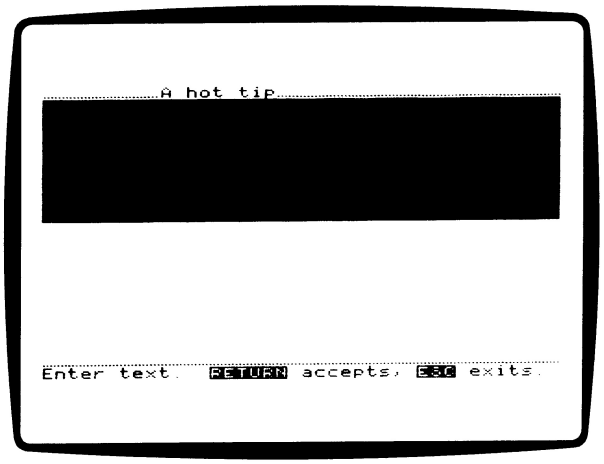
1 Press RETURN to work on 'Start.'

STORY TREE will display an empty screen with the page name printed in a blank at the top. Notice the instructions for the first writing step at the bottom of the screen.



2 Type the new page name, 'A hot tip,' in the blank. The old name will move over to make room.
3 Place the cursor under the first letter of the old name, 'Start,' if it is not already there. Press CONTROL-X until the old name is erased.
4 Press RETURN to accept the new name as shown in the blank.

You are ready to complete the second step in writing this page, entering the page text. STORY TREE will display a large blank under the page name. This is where you will type the page text. The size of the blank shows how much room you have. You cannot type outside the blank.



To enter the page text:
1 Start by pressing CONTROL-P to leave the first line blank. The cursor will move down, ready to begin a new line or paragraph.

Don't press RETURN to move to the next line. In STORY TREE, pressing RETURN means you want to accept everything in the blank (no matter where the cursor is). If you press RETURN later by mistake, it's no problem. Just press ESC to go back to typing text.

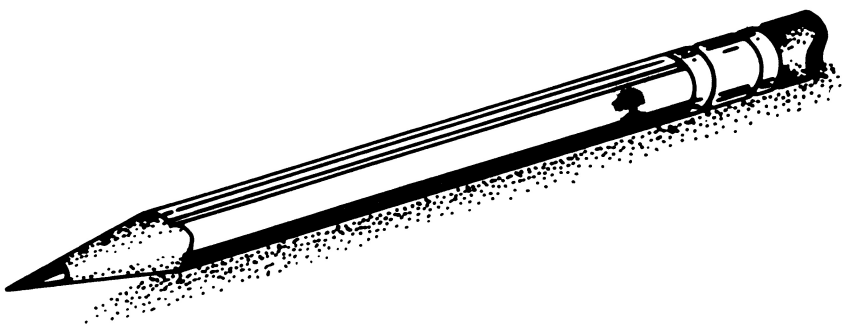
2 Use the SPACE BAR to space over and type the story title, THE CHECKMATE MYSTERY. Press DELETE or CTRL-D if you need to back up and correct a typing mistake.
3 Press CONTROL-P to begin a new line. Press it again to leave the line after the title blank.
4 Type the first paragraph.

Notice that if the last word on a line is too long, it automatically moves onto the next line. You need CONTROL-P only at the end of a paragraph.

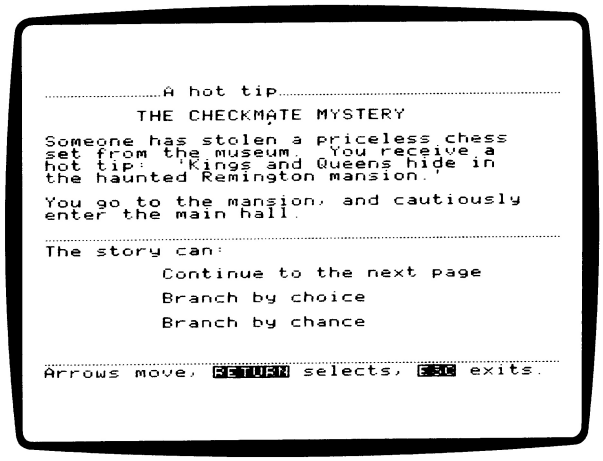
5 Use CONTROL-P to leave another blank line, and then type the second paragraph.
6 Check your work. If you see a mistake, use the cursor-movement keys to back up and correct it.

Notice that the cursor-movement keys only move the cursor to places where you have already typed.

7 Press RETURN to accept the text as shown in the blank.



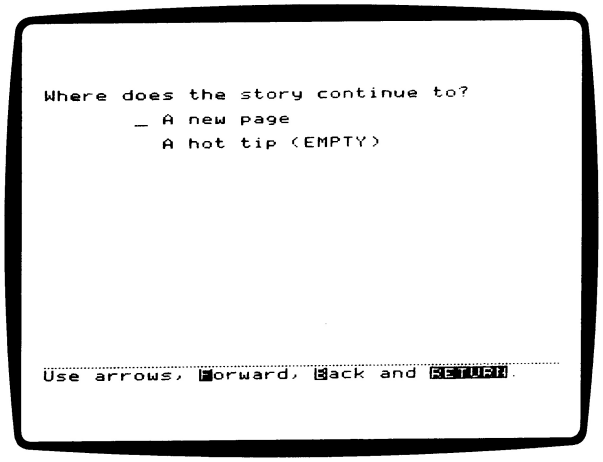
STORY TREE will display the text as light type on a dark background, and print a menu of the three possible branching connections.


A hot tip
THE CHECKMATE MYSTERY
Someone has stolen a priceless chess set from the museum. You receive a hot tip: 'Kings and Queens hide in the haunted Remington mansion.'
You go to the mansion, and cautiously enter the main hall.
The story can:
Continue to the next page
Branch by choice
Branch by chance
Arrows move, RETURN selects, ESC exits.

You are ready to complete the last step in writing this page — filling in the branching connection. You want the story to CONTINUE to a new story page called 'Choose hall door.'

To fill in the CONTINUE connection:
1 Select 'Continue to the next page' from the Branch menu.

STORY TREE will display a menu of the pages the story might continue to. There are only two possibilities: 'A hot tip' (the page you're working on), or a new page that's not yet part of the story.

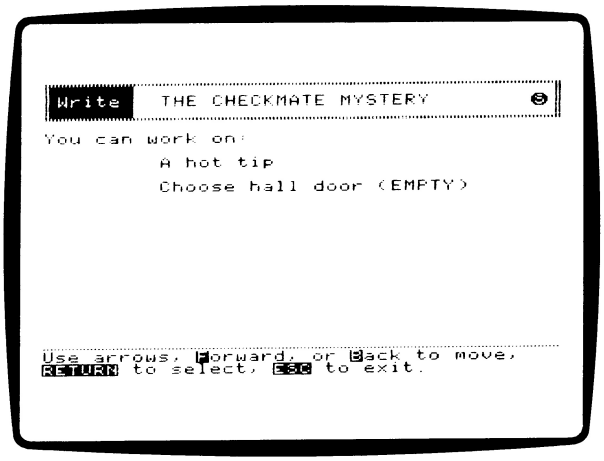


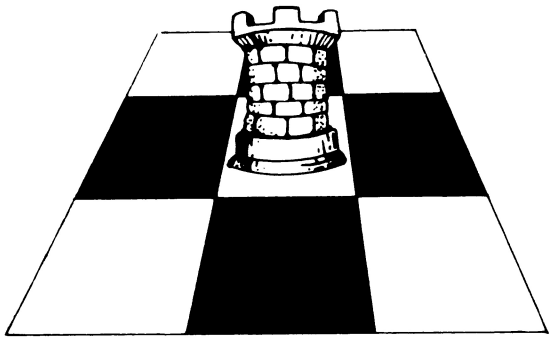
2 Select 'A new page.'
3 Type the new page's name, 'Choose hall door,' in the blank and press RETURN.

STORY TREE will display the completed page for you to check. The question 'Keep, Change, or Undo your work?' appears at the bottom. Notice that the screen shows all three parts of the page: the name, text, and branching connections.

4 Press K to keep your work as shown.

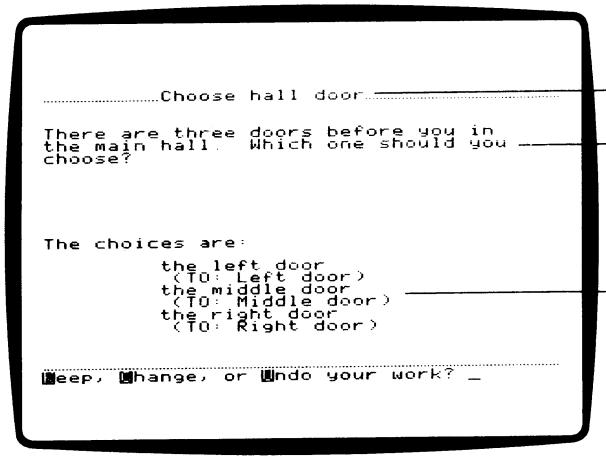
STORY TREE will save your page on the Story Disk, and tell you how many more pages are available in the story and on the disk. After storing the page, STORY TREE displays THE CHECKMATE MYSTERY Page menu once again.


Write
THE CHECKMATE MYSTERY
You can work on:
A hot tip
Choose hall door (EMPTY)
Use arrows, Forward, or Back to move,
RETURN to select, ESC to exit.



Writing a CHOICE Page

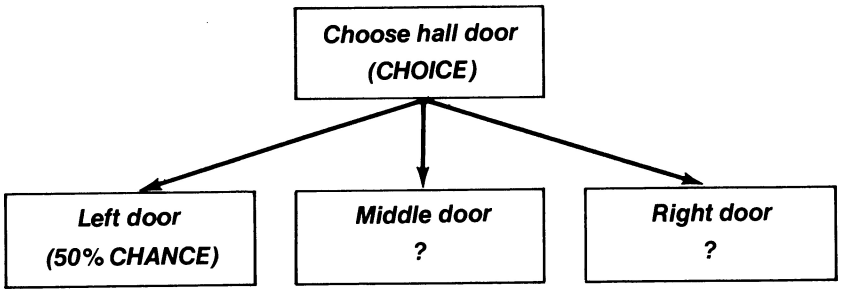
You are now ready to work on the CHOICE page called 'Choose hall door.' Here are the three parts of this page as they will look when you have finished filling them in.


Choose hall door
There are three doors before you in the main hall. Which one should you choose?
The choices are:
the left door
(TO: Left door)
the middle door
(TO: Middle door)
the right door
(TO: Right door)
Keep, Change, or Undo your work? _

page name

text

branching connections
(Do not type this. STORY TREE will fill this in after you have made the branching connections.)



To write this page:
1 Select the page 'Choose hall door' to work on.
2 Press RETURN to accept the name as shown, or change the name if you wish and then press RETURN.
3 Enter the page text and press RETURN. Remember that you will fill in the choices later, as part of the branching connections.

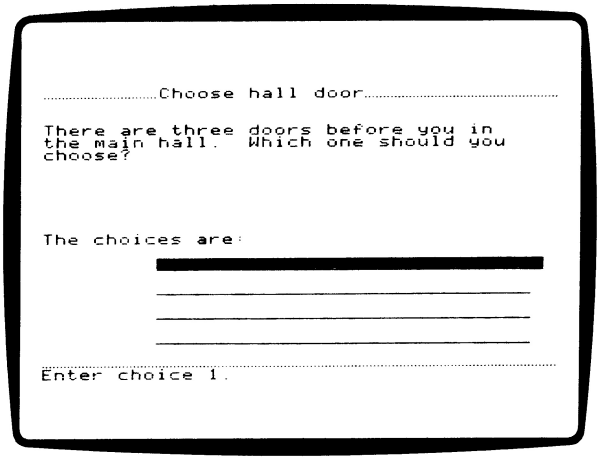
You are now ready to fill in the CHOICE connection. If you notice a mistake in the page text or name, you can back up using ESC. To correct the text, press ESC once; to correct the name, press ESC twice. (DON'T PRESS ESC A THIRD TIME. You will back out completely and lose your work.) Press RETURN to get back to the Branch menu.

NOTE: You cannot use ESC to back up after you start filling in the connections to other pages. This can damage the connections.

To enter the CHOICE connection:

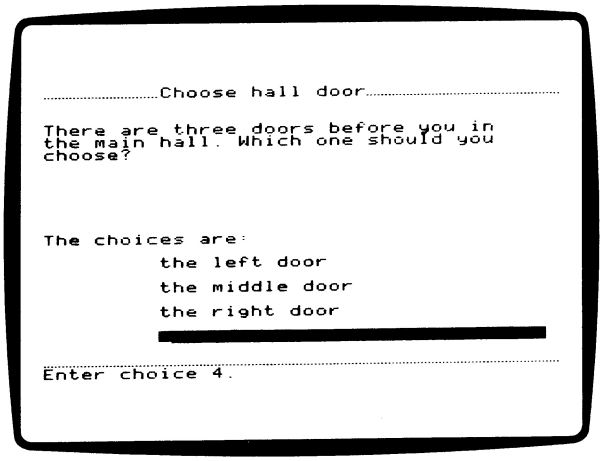
1 Select 'Branch by choice' from the Branch menu.

STORY TREE will replace the menu with the words 'The choices are:' followed by an entry blank for the first choice, and lines below it for up to three more choices.


Choose hall door
There are three doors before you in the main hall. Which one should you choose?
The choices are:
Enter choice 1.

2 Type the first choice — 'the left door' — in the blank. (You can use the word processing keys to correct any mistakes.) Press RETURN.

3 Type the next two choices in the same way.


Choose hall door
There are three doors before you in the main hall. Which one should you choose?
The choices are:
the left door
the middle door
the right door
Enter choice 4.

4 Press RETURN when you reach the fourth blank. This tells STORY TREE you don't want to add another choice. (You are leaving this choice blank.)

You are now ready to complete the connections by telling STORY TREE where each choice should lead. STORY TREE displays each choice in turn, followed by the page menu so that you can select the next page for that choice.

5 STORY TREE asks first where the choice 'the left door' should lead. Select 'A new page' from the Page menu. Type the name 'Left door' in the blank and press RETURN.
6 In the same way, make the choice 'the middle door' lead to 'A new page' named 'Middle door.' Make the choice 'the right door' lead to 'A new page' named 'Right door.'

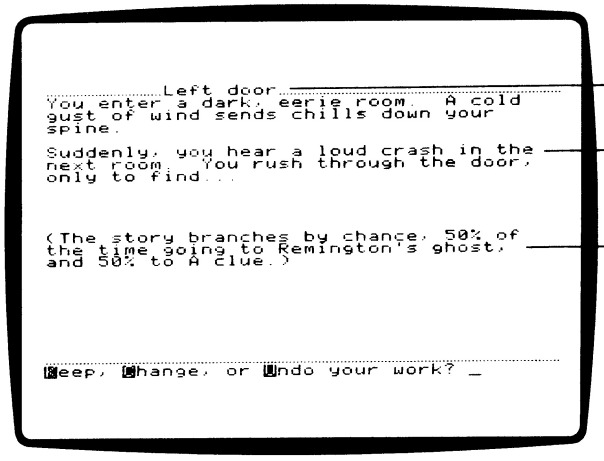
STORY TREE will display the finished page for you to check. Notice how the branching connections are listed under each choice.

7 Press K to keep your work.

At this point in writing the story, you have completed two pages. The story includes another three empty pages, for a total of five pages. You can see all of them listed in THE CHECKMATE MYSTERY Page menu.

Writing a CHANCE Page

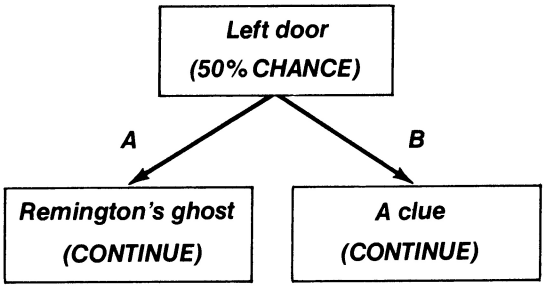
You are now ready to work on the CHANCE page called 'Left door.' Here are the three parts of this page as they will look when you have entered them:


Left door
You enter a dark, eerie room. A cold gust of wind sends chills down your spine.
Suddenly, you hear a loud crash in the next room. You rush through the door, only to find...
(The story branches by chance, 50% of the time going to Remington's ghost, and 50% to A clue.)
Keep, Change, or Undo your work? _

page name

text

branching connections
(Do not type this. STORY TREE will fill this in after you have made the branching connection.)



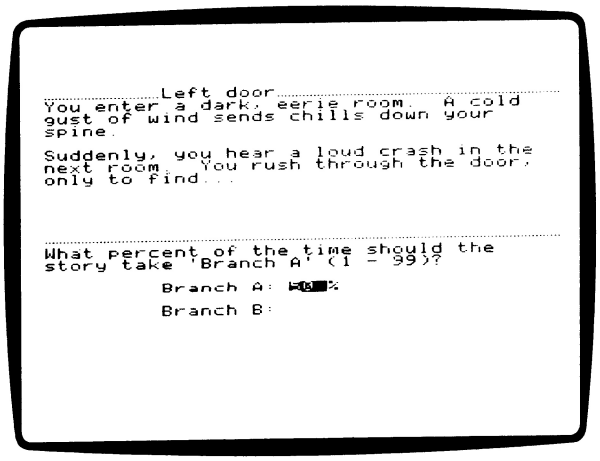
To write this page:

1 Select 'Left door' to work on.

2 Press RETURN to accept the page name.

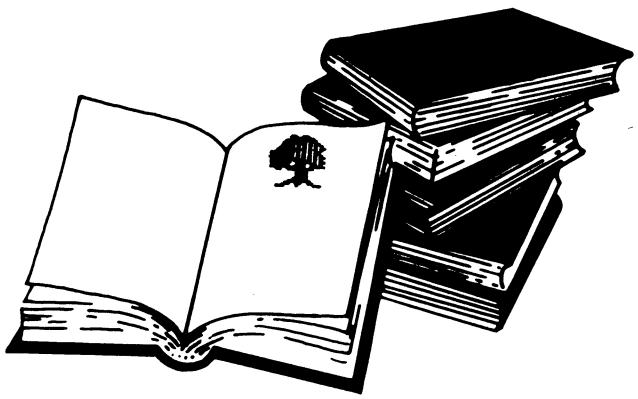
3 Type the page text and press RETURN.

4 Select 'Branch by chance' from the menu.


Left door
You enter a dark, eerie room. A cold gust of wind sends chills down your spine.
Suddenly, you hear a loud crash in the next room. You rush through the door, only to find...
What percent of the time should the story take 'Branch A' (1 - 99)?
Branch A: 50%
Branch B:

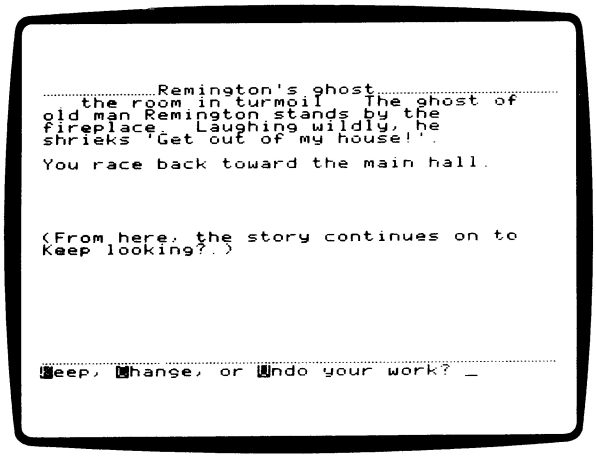
The two paths the story can take from a CHANCE page are called Branch A and Branch B. To make a CHANCE connection, you first tell STORY TREE what percent of the time to take Branch A. STORY TREE will automatically take Branch B the rest of the time. Then you select the page each branch leads to.

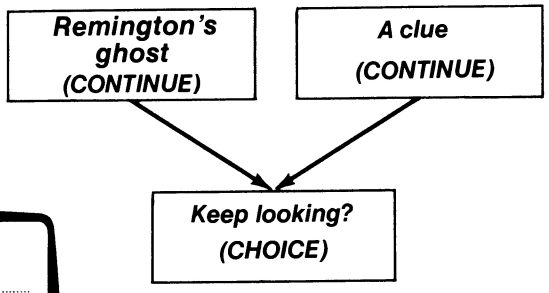
5 Press RETURN to accept a 50 percent chance of taking Branch A, or enter a different percentage and press RETURN. STORY TREE shows what percentage of the time it will take Branch B.
6 Press the SPACE BAR to continue.
7 Make Branch A lead to 'A new page' named 'Remington's ghost.' Make Branch B lead to 'A new page' name 'A clue.'
8 Keep your work.

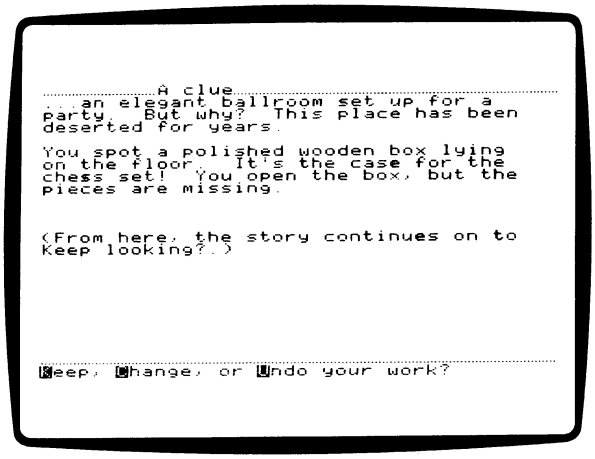


Finishing the Story

Now that you have experience writing all three kinds of STORY TREE pages, you will find it easy to finish THE CHECKMATE MYSTERY. Follow the instructions to complete the pages shown below.

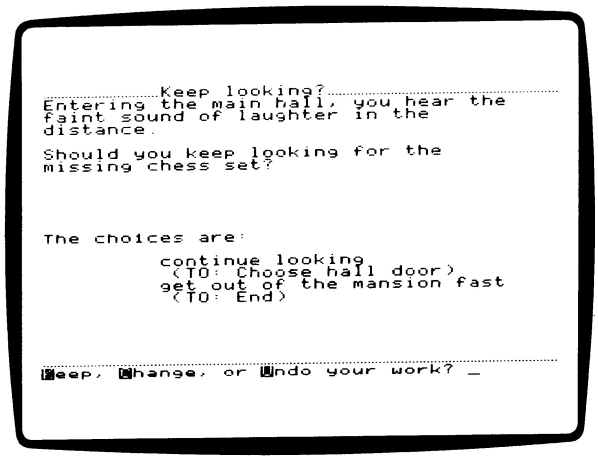

Remington's ghost
the room in turmoil. The ghost of old man Remington stands by the fireplace. Laughing wildly, he shrieks 'Get out of my house!'.
You race back toward the main hall.
(From here, the story continues on to Keep looking?.)
Keep, Change, or Undo your work? _

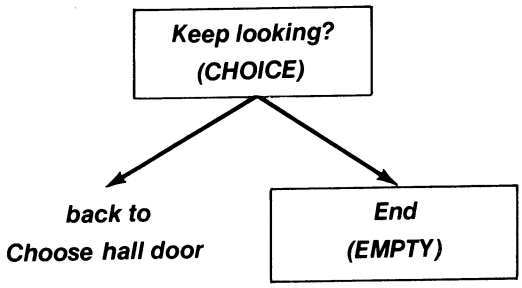



A clue
an elegant ballroom set up for a party. But why? This place has been deserted for years.
You spot a polished wooden box lying on the floor. It's the case for the chess set! You open the box, but the pieces are missing.
(From here, the story continues on to Keep looking?.)
Keep, Change, or Undo your work?

To write these pages:
1 Select 'Remington's ghost' from the menu. Accept the name by pressing RETURN.
2 Enter the text and press RETURN.
3 Select the CONTINUE option, and have the story continue to 'A new page' named 'Keep looking?' Keep your work.
4 Follow the steps above to write the page named 'A clue.' Notice, however, that 'A clue' also continues to the page named 'Keep looking?' which is already listed in the Page menu. When STORY TREE asks where the story should continue, just move the cursor to 'Keep looking?' and press RETURN.

You are now ready to write the last page, 'Keep looking?'.


Keep looking?
Entering the main hall, you hear the faint sound of laughter in the distance.
Should you keep looking for the missing chess set?
The choices are:
continue looking
(TO: Choose hall door)
get out of the mansion fast
(TO: End)
Keep, Change, or Undo your work? _



To write this page:
1 Notice that 'Keep looking?' does not appear on THE CHECKMATE MYSTERY Page menu. This is because only seven names fit on the screen at once. Press F to display the next screen-full of names. Then select 'Keep looking?' to work on.
2 Accept the name, enter the text, and complete the CHOICE branch as shown.

Leave the page named 'End' empty. Whenever STORY TREE reaches an empty page, it automatically displays the message 'The End' for the reader, and then returns to the Read a Story menu.

Reading the Story Over

To read what you have written so far:
1 Press ESC twice to return to the main STORY TREE menu.
2 Select 'Read a Story.'
3 Select 'THE CHECKMATE MYSTERY' from the Read a Story menu.
4 Read the story several times. Does it sometimes go to 'Remington's ghost' and sometimes to 'A clue' as it should? What happens when you choose 'the middle door'?
5 When you're finished, return to the main STORY TREE menu.

Editing an Old Story

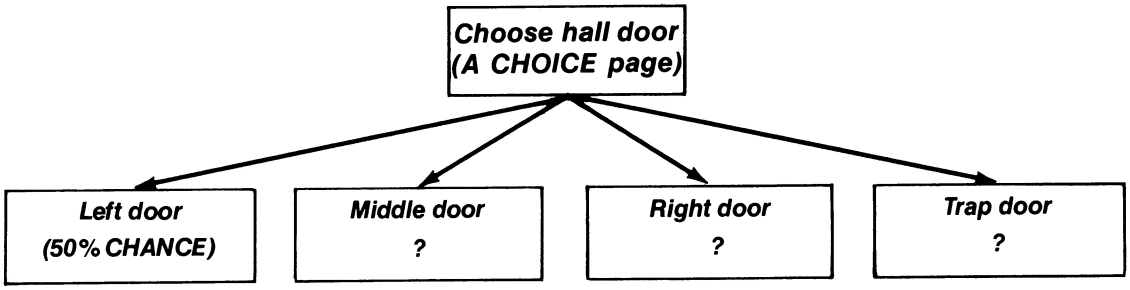
Now that you have completed part of THE CHECKMATE MYSTERY, you can try editing it — changing pages and adding pages to make it a better story.

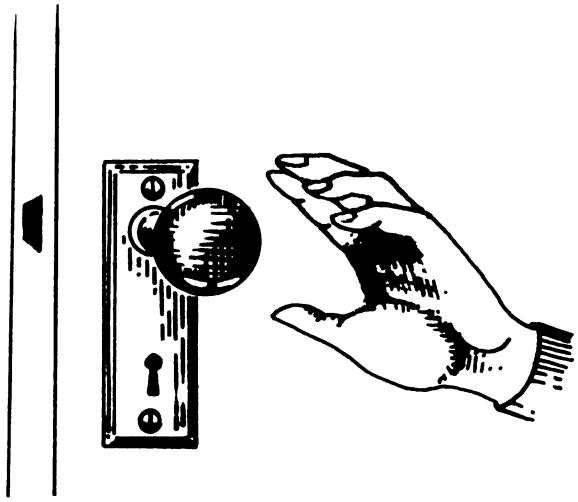
To begin editing:
1 Select 'Work on a Story' from the main STORY TREE menu.
2 Select 'THE CHECKMATE MYSTERY' to work on.

STORY TREE will display THE CHECKMATE MYSTERY Page menu, just as you left it. Editing or changing one of the pages is easy. You select the page to work on, accept the parts of it that are all right, change the parts that aren't, and then keep the new version.

Suppose that you want to change the page named 'Choose hall door' so that there is a FOURTH door — a trap door — to choose from. Here is the page as it will look when you have finished editing it. (Notice that the map changes too.)

```
.....Choose hall door.....

There are three doors before you in
the main hall and a trap door in the
floor.  Which one should you choose?



The choices are:

          the left door
           (TO: Left door)
          the middle door
           (TO: Middle door)
          the right door
           (TO: Right door)
          the trap door
           (TO: Trap door)
.....
Keep, Change, or Undo your work?
```





To edit 'Choose hall door':
1 Select 'Choose hall door' to work on. The name stays the same. Press RETURN to accept it.
2 Edit the page text. Begin by using the arrow keys to move the cursor over to the period at the end of the first sentence. Type the new phrase, 'and a trap door in the floor.' Press RETURN when you have finished.
3 STORY TREE will display the message 'Same branch? (ESC exits.) y/n.' The word *branch* is a short way of saying 'all the connections to other pages.' Since you want to change the connections by adding a choice, press N for no.
4 Select 'Branch by choice' from the Branch menu, since you want the page to remain a CHOICE page.
5 STORY TREE will take you through the three original choices one at a time so that you can change them if you wish. Since you don't want to change them, press RETURN to accept each choice as it is.
6 Type the fourth choice, 'the trap door,' into the blank and press RETURN.
7 STORY TREE will ask where each choice leads, starting with 'the left door.' Make the first three choices lead to the same pages they did originally. These pages are marked by an asterisk (*) in the menu. Choose the same page as before for the three old choices.
8 Make the choice 'the trap door' lead to 'A new page' named 'Trap Door.'
9 Check the edited page, and decide to keep, change, or undo it.

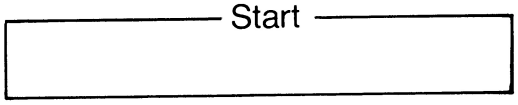
If you press K to keep the edited page, it will replace the original one on the Story Disk. If you press U to undo the page, STORY TREE throws away your work and leaves the original page safely unchanged on the Story Disk. If you press C to change the page, STORY TREE will first store the edited page on the Story Disk, replacing the original. Then it will take you back to the beginning so that you can edit the page again.

Now it's your turn — make THE CHECKMATE MYSTERY the kind of story you would like to read. What happens behind the other doors? More clues? More strange events? Who stole the chess set, anyway? And will it ever be recovered? Go ahead, it's your story. You can make anything happen — absolutely anything!

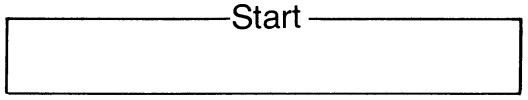
STORY TREE *MAPS*

Use these pages to draw maps of your own STORY TREE stories.

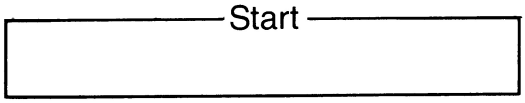
Title .....



Title .....



Title .....



SPECIAL KEYS

Press this key on the Apple *//e*		Press this key on the Apple II or II Plus
	MENU KEYS	
	MOVE the cursor:	
↑ (up arrow)	up a line	← (left arrow)
↓ (down arrow)	down a line	→ (right arrow)
F (Forward)	to next screen	F (Forward)
B (Back)	to last screen	B (Back)
RETURN	SELECT choice at cursor	RETURN
ESC	ESCAPE back to last menu	ESC
	WORD PROCESSING KEYS	
	MOVE the cursor:	
→ (right arrow)	right	→ (right arrow)
← (left arrow)	left	← (left arrow)
↑ (up arrow)	up	CTRL-B (Back)
↓ (down arrow)	down	CTRL-F (Forward)
SHIFT	SHIFT (capitalize)	CTRL-S
	DELETE the character:	
DELETE	left of the cursor	CTRL-D
CONTROL-X	at the cursor	CTRL-X
CONTROL-P	New PARAGRAPH or line	CTRL-P
RETURN	ACCEPT everything as shown	RETURN
ESC	ESCAPE or back up	ESC

Notes

- To type "control" keys (such as CONTROL-S or CTRL-S), hold down the key marked CONTROL on the Apple *//e* and CTRL on the Apple II or II Plus. Then type the letter key.

- The SHIFT key will work on your Apple II or II Plus if you have made the so-called "one-wire SHIFT key modification."

TEACHER'S GUIDE

STORY TREE was designed with classroom use in mind, and it has been tested in many different classroom settings. Whether you work with second graders or high-school students, small groups or entire classes, language arts or social studies, one computer or several, STORY TREE can help you engage your students in creative thinking and writing projects.

This guide offers practical suggestions for putting STORY TREE to work in your classroom. It assumes that you have already read the User's handbook and have had at least a little experience using STORY TREE.

In addition to hints on getting started, organizational tips, and specific curriculum applications, you'll find step-by-step instructions for constructing some sample STORY TREE *shells*. These structured shells will allow your students to use STORY TREE quickly and easily for many purposes other than interactive stories: for example, book reviews, poetry, or simple learning games.

USING STORY TREE *IN THE CLASSROOM*

Reading First

A good way to start using STORY TREE with your class is to read a few of the sample stories on the Story Disk together. Have students take turns reading the pages aloud, and let the class vote on choices as they come up. If a printer is available, students will probably enjoy reading printed copies of the stories as well.

You may also want to provide examples from the *Twistaplot*™ (Scholastic), *Choose Your Own Adventure* (Bantam), or *Which Way?* (Archway) book series. One of these books would be a good read-aloud to tie in to STORY TREE.

Writing Next

Once the students are familiar with the idea and the format of a branching story, they'll be ready to move on to the writing part of STORY TREE.

As with any group project in creative writing, one good way to begin is with a story-starter paragraph which sets up a suspenseful, unresolved situation. Whether you create your own story starter or use a prewritten example, this opener should suggest several possible plot directions, each representing a branch of the story. Work out the first page of the story together, using the starter paragraph with choices corresponding to the main plot branches. Then break the class into writing groups, one for each branch. The groups can naturally subdivide as new choices develop in the different branches, until each student has an assignment.

When the initial writing is done, every student will have contributed to the story, but nobody will know how it all works out. Reading the story will be fun for all, and it will be sure to suggest many ways the story can be improved through editing.

For more detailed suggestions on how to proceed with writing and editing tasks, see "Organizational Tips" on page 47.

ORGANIZATIONAL TIPS

USING THE COMPUTER WITH GROUPS

Writing

Much of the writing work involved in using STORY TREE can be done away from the computer. When starting on a group story, the first step will be plenty of oral discussion and planning. Once the story is started, there will be different branches to be developed in parallel by different individuals and groups. You will probably want to have the students work on ideas away from the computer, and write sketches or first drafts with pencil and paper.

Typing

If computer time and classroom schedules allow, it would be preferable for each child to have the opportunity to type in what he or she has written. In many cases, however, it will be more feasible to have much of the initial typing done by volunteers, either parents or students, who have some typing skills. Build in some keyboard time for all the children to learn how to use the word-processing functions of STORY TREE. And even if time constraints don't allow the students to do all the typing, make sure the process remains under their control. If possible, let the writer watch the typist and offer suggestions, directions, and last-minute thoughts on revisions.

Editing

Once a first draft has been entered, try to let students use the computer for editing. This experience will be worthwhile for reinforcing the mechanics of writing and for simply learning the keyboard. But this hands-on computer time is also very valuable for learning the procedures involved in navigating through a computer program and controlling a text processor. Also, it's much more fun to zap out your own mistakes on the computer.

Peer editing is especially appropriate when composing a STORY TREE story. Be sure to build in time for students to read and react to each other's contributions. Getting immediate feedback to their writing (both the strong and weak points) from their classmates helps students develop sensitivity to the process of communication, while exercising their own critical skills.

Trying the story out on its intended audience is another important part of the editing process. Older children, for instance, may wish to write a story for their younger schoolmates. If they watch their readers in action, they may discover they'll have to adjust the content and vocabulary to make the story appropriate and appealing.

DIVISION OF LABOR

Writing a class story is a valuable exercise in group dynamics and, with the right guidance, can help students develop skills of leadership, responsibility, sharing, and cooperation. One nice feature of the STORY TREE format is that the branching structure allows plenty of leeway for both the prolific writers and the less productive ones in any group. Working groups should contain students with different strengths and interests. For example, some students may find it easy to visualize and keep track of the story structure, while others like to focus on brainstorming creative ideas at a page level. You may also want to assign various editorial functions much as you would on a class newspaper—probably on a rotating basis. As with any group project, though, it's important to be sure that the division of labor is accomplished fairly and objectively so that everyone ends up with a real sense of participation in the final product.

PLANNING AND PROCEEDING

Flowcharting or Mapping

A conventional method of computer programming is to plan everything out ahead of time on a flowchart. We don't suggest you start out like this with STORY TREE—it's usually best to let the story unfold, pulling the writers along into new territory. But it may be useful to introduce the idea of a map or flowchart at the point when a story develops several branches and things start to get confusing. The students will then be receptive to flowcharting as a tool to help them keep track of where they've been and where they want to go. (See the story map for THE CHECKMATE MYSTERY in the User's Handbook as an example of a flowchart that helps show the story structure.)

Another good suggestion for tracing and planning the flow of your story is to create a giant wall chart. Have students write their first draft of each page with paper and pencil. Then tape these to the wall and move them around as necessary for a graphic view of the branches.

Other Suggestions

You and your class may want to develop some procedures inside the program, too, for keeping track of the branches. For example, remind your students to give a little thought to the matter of page names. They should make the names descriptive enough to help them find their way quickly through the page menu while editing or adding pages.

Perhaps your class can come up with some sort of code in your page names as a reminder of how each page fits into the overall story. (For example, a page which is simply a continuation of the page before might have the symbol "&" in its name. Or if you land on a certain page by taking a chance, you might include the percentage number of the chance factor in the name.) Remember, the writers can always change and edit page names, and they should take full advantage of this option.

As you work with STORY TREE, you'll develop your own methods and "tricks of the trade" for keeping your stories on the track, both for individual writers and as part of the group process. In fact, you and your class are likely to find that STORY TREE helps you develop organizational and social skills as effectively as it promotes good thinking and writing. Best of all, it's fun.

CURRICULUM IDEAS

LANGUAGE ARTS

Your class will probably use STORY TREE most often as a tool for creative writing. Before you try it in the classroom, we recommend that you become familiar with the program by plunging in and writing a few stories yourself. You'll find that STORY TREE can help your students achieve cleaner, clearer writing in many ways. The program's unique combination of flexibility, structure, and ease of use naturally propels students toward generating creative ideas, organizing these ideas into a logical progression within a written framework, and revising and editing their writing to communicate effectively.

STORY TREE's built-in word processor makes it simple for students to correct spelling, grammatical, and punctuation errors without recopying whole pages. With this easy text editor even computer novices can quickly expand, cut, or rearrange a story. It's also possible to print out all or part of a story for editing on paper, then return to the computer to type in the corrections.

STORY TREE's structure also guides students toward some important writing objectives. The text for a story is entered page by page. Each page normally equals about one paragraph. The writer defines each page with a title and can't end a page without deciding where to go next. In this way the program guides students naturally to develop a paragraph around a main idea, to consider transitions, and to organize paragraphs into a coherent whole. Moreover, students working on a group project will be especially motivated to discuss the organization and style of their writing and to encourage each other to communicate clearly.

Keep in mind that STORY TREE is not just for writing stories, though. When you and your class have spent some time exploring the fun and learning potential in writing the familiar type of branching story, you may want to try out some of the many other ways you can use STORY TREE in your classroom.

Starting Points for Stories

A story-starter paragraph is not the only way to help students begin a STORY TREE story. Here are some other ways you might generate the root of your tree: A stimulating picture; a word with many associations; a familiar story, movie, or TV character; a sequel or alternate ending(s) to a familiar story; a provocative advertisement.

Variations on a Theme

Think about how some traditional story formats might be adapted to a STORY TREE format. For example, you could write a "good news-bad news" story, where each page ends with the question, "Do you want the good news or the bad news?" The story branch would then depend upon the reader's choice.

Familiar genres such as tall tales, fables, or solve-it-yourself mysteries also take on new possibilities in a branching format.

Poetry

Look at the Random Poetry Shell on page 16 to get an idea of how you can create an ever-changing class poem using the "branch by chance" feature in STORY TREE.

- Sample project: Assign each child to write one or more couplets on colors. ("Red is . . .") Each child's poem is then typed on a different page of the STORY TREE. Since each page is linked randomly to the next, the total poem will be different every time you read it.

A poem such as "The Road Not Taken" (Robert Frost) offers obvious possibilities for a STORY TREE project. (How might the poem go if he had chosen the more-traveled road?)

Expository Writing

For a new approach to book reports, you might devote a STORY TREE disk to book reviews. Have your class discuss, decide on, and classify the types of books to be included and the various categories within each major type. To get an idea on how to set-up STORY TREE for this activity, look at BOOK BROWSER on the sample Story Disk, or follow the Book Review Shell on page 63.

As children enter their book reviews, they are using classification skills and creating a good browsing file of recommended reading for their classmates. The same format, of course, could be used for movie or TV reviews, game reviews, or even for short research reports.

Vocabulary

One way to incorporate vocabulary lessons into a STORY TREE project is to challenge students to write a story that uses as many words as possible from a given vocabulary list, includes two or more new words, or has choices in the story that depend on knowing the correct meaning of the word.

- Sample page text: You see two men approaching. One has a menacing expression and the other appears jovial. Which one do you ask for help?

Another way to use STORY TREE in vocabulary development, while promoting creative thinking, is to construct a variation on the "Dictionary" or "Fictionary" parlor game, where players make up imaginary definitions for a word.

- Sample project: Prepare a list of vocabulary words, or have children use the dictionary to find unfamiliar words. For each word, have three children construct an imaginary definition. You or a volunteer type the word with the real definition, plus the three invented ones, on a page. Then challenge the class to figure out the correct definition on each page. (See the Definitions Shell on page 67 for specific instructions on how to set up such a tree.)

SOCIAL STUDIES

STORY TREE can provide a means to integrate writing into your social studies curriculum, encouraging higher-level thinking skills as students analyze and apply factual knowledge.

Exploring Other Cultures

Children might take on the role of a person from another culture to write a STORY TREE story. The finished story could lead readers on an imaginary tour of another country and/or another era, with various choices along the way.

- Sample project: A TRIP TO ANCIENT GREECE
  Have your class construct a STORY TREE trip back in time to ancient Greece (or whatever period you are studying). Give them a list of places to visit (e.g., Athens, Crete, Sparta, Macedonia) and people to interview (Socrates, Pericles, Alexander the Great . . .), as well as suggested topics to cover (homes, schools, government). The tree should be set up to allow the reader-as-time-traveler to select among various tour options.

Using Map Skills

Geography lessons can easily be integrated into a STORY TREE project by creating a story which involves various directional choices drawn from a real or imaginary map.

- Sample project: AGENT WITH AN ATLAS
  Have your students write a story around an assignment such as this: "You are a special agent on assignment in the South. You must proceed to these capital cities in this order: Richmond, Nashville, Baton Rouge, Jackson, Raleigh, and Knoxville. But if you get on the wrong road, you might end up in Columbia, Tallahassee, Little Rock, Montgomery, or Frankfort. If you land in one of these cities the counterspies will catch up with you—and that means trouble! Write a STORY TREE adventure in which you can travel to these cities. When you are in a "safe" city, each page should end with a choice between two or more directions. (Example: The choices are: 1. go northeast, 2. go west.) The right choice will lead you to a safe city, where you continue your adventure. The wrong choice will lead to disaster!"

As a variation on this idea, ask you students to create their own maps of imaginary lands to accompany a fantasy STORY TREE tale.

Thinking About History

Encourage students to contemplate the causes and effects of important events by writing a STORY TREE story which revolves around key decision points in a period of history.

- Sample project: TURNING POINTS OF THE REVOLUTION
  Give students a list of important turning points leading up to and through the American Revolution. Have them write a short description of each event, ending with a choice between the true outcome and an imaginary opposite outcome. Then have them combine all the events into a tree so that one "true" outcome leads to the next major event. The "false" outcome will lead the reader to a page explaining why the event did not occur. It will then take the reader back to the original event. To make the assignment even more challenging, give students the initial list in a scrambled order and have them rearrange the events into a proper chronology. (See the Multiple-Choice Shell on page 70 for instructions.)

A STORY TREE project more appropriate for secondary-level social studies might elaborate on this idea and ask students to explore "alternate universes," developing more complicated scenarios for what might have happened if history had taken a different course.

SCIENCE

As with social studies, science offers many possibilities for developing a deeper understanding of a subject by integrating it into a STORY TREE story.

Scientific Stories

Challenge your students to write a branching story which incorporates scientifically accurate information. A tour of the solar system; a journey to the time of the dinosaurs; a day in the life of a lion, an eagle, or a mouse — these are just a few possibilities.

- Sample project: BIOLOGICAL BRANCHING
  Have students write a story in which they have been micro-miniaturized to the size of a blood cell and are about to begin a journey through the circulatory system. Their story must include branches to and from the heart, the lungs, the digestive system, the muscles, and the skin. It should also include one or more chance branches to dramatize the effects of injury or illness.

Predicting Results

STORY TREE's structure makes it easy for students to explore the basic scientific question of "What happens if . . .?" Using the Multiple-Choice Shell on page 70, you and your students can construct multiple-choice "science labs" in which experimental questions are asked, followed by a list of possible results. This type of activity can be a particularly good way to summarize and review a unit.

- Sample project: WHAT WILL HAPPEN?
  Have students create a list of science questions that can be answered experimentally. Have them also provide 2-4 possible answers. (For example: questions about mixing colors of light, varying conditions in growing plants, or preparing particular chemical combinations.) Each of the possible answers will lead to an explanation of why that answer was right or wrong. The right answer will lead to the next "experiment," the wrong answer back to the original question.

LOGICAL THINKING AND DECISION MAKING

STORY TREE is a good tool for exploring ethical, health, or safety issues. Begin with a situation which involves tough choices, then encourage students to consider alternative decisions and their consequences. Such a project should begin with plenty of discussion to lay the ground work. The actual writing then becomes a excellent vehicle for students to clarify their thinking on the subject.

- Sample project: ALCOHOL EDUCATION
  To spark discussion and provide a starting point for writing a story, present your class with a situation such as this: "You are the youngest kid in your neighborhood. Some of the other, popular kids are drinking beer, and they tease you about being too much of a baby to drink beer too. What choices do you have? And what would happen if you made each choice? Write a STORY TREE story that shows how you think things would work."

STORY TREE *SHELLS*

This section of the guide takes you through the construction of some STORY TREE shells which have special applications such as writing poetry, compiling book reviews, or reviewing specific subject matter. Although your students will ultimately fill in the content, you will construct the shell, following and adapting the examples. It's a good idea to save each shell you make on a separate Utility Disk. You can then copy and modify it as necessary when you actually want to use a shell for writing a story. You can copy the Utility Disk over and over for writing other similar stories.

You will probably want to *write-protect* your Utility Disk by sticking a tab over the notch on the edge of the disk. This will ensure that no one accidentally writes over any of your stories, destroying your work. (You can easily remove the tab if you want to make changes in the contents of the disk.)

Since you may be using the Utility Disk for many types of stories, you'll probably want to keep the page names fairly general, as in our examples. When you actually write a story, substitute more descriptive names appropriate to that particular story.

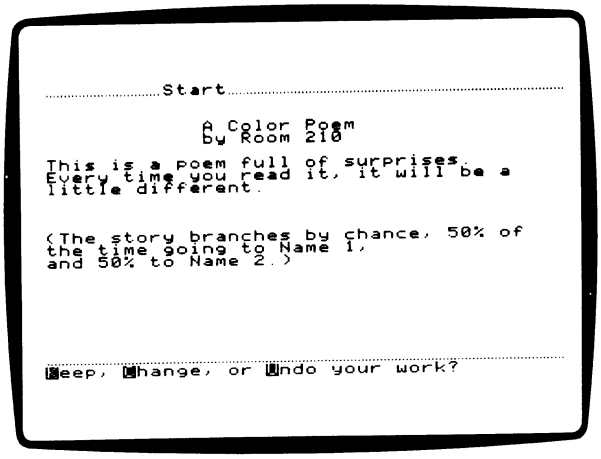
RANDOM POETRY SHELL

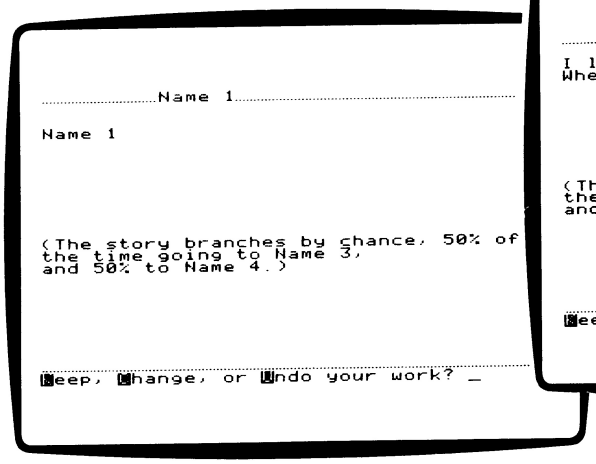
PROJECT: To create a random poem using the "branch by chance" option.

SUMMARY: Your shell will include a beginning and ending page, plus one page for each child in the class. The pages will be connected by chance branches. When all the poem parts have been entered, you should get a different total poem each time you read it.

SAMPLE FORMAT: The first two pages you type might look like this, first in shell form and then as filled in:

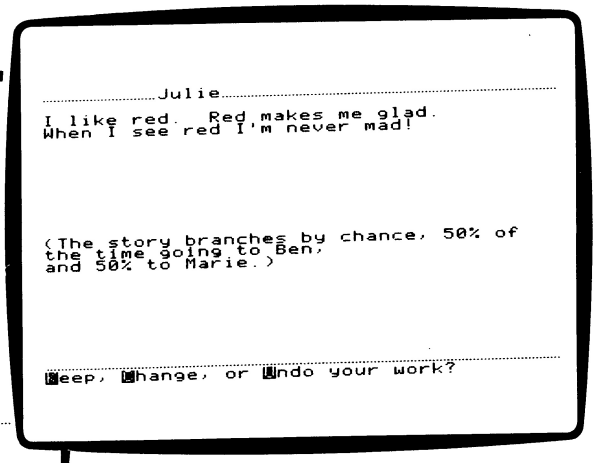
SHELL


Start
A Color Poem
by Room 210
This is a poem full of surprises.
Every time you read it, it will be a
little different.
(The story branches by chance, 50% of
the time going to Name 1,
and 50% to Name 2.)
Keep, Change, or Undo your work?



EXAMPLE

(same as shell)

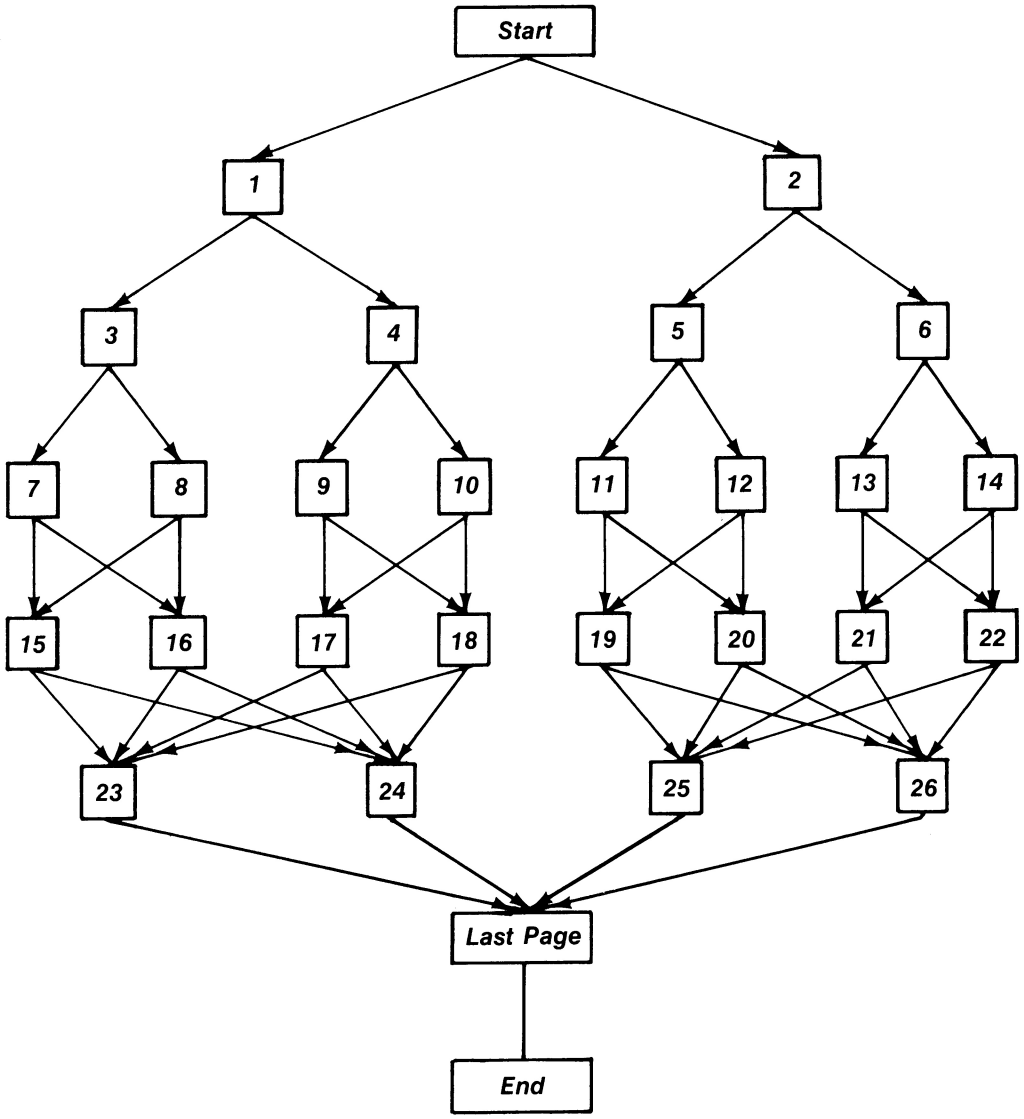

Julie
I like red. Red makes me glad.
When I see red I'm never mad!
(The story branches by chance, 50% of
the time going to Ben,
and 50% to Marie.)
Keep, Change, or Undo your work?

In order to set up the branches, you must have some typing on each page. That's why you should type "Name 1" in the text as well as on the title line. The "Name 1" in the text will be erased when the story or poem is actually entered.

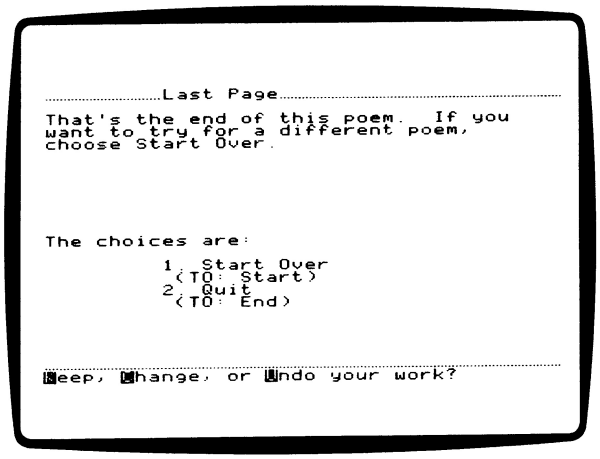
You would continue typing in pages like this until you have a page for each child.

Here's a diagram to help you see how you might set up the branches for a class of 26. Each of the numbers refers to a student's name.

RANDOM TREE



"End" should be an empty page to end the story. The page named "Last Page" might look like this:


Last Page
That's the end of this poem. If you want to try for a different poem, choose Start Over.
The choices are:
1. Start Over
(TO: Start)
2. Quit
(TO: End)
Keep, Change, or Undo your work?

NOTES:

1. Don't use children's real names on the Utility Disk. It's best to set up your master Random Shell just like our sample, with numbers instead of actual names. Give children different numbers each time you create a new random story or poem. That way you'll be able to trade off the favored first positions (and use the disk for more than one class).
2. If you have more than 26 students, simply insert extra pages before the Last Page. If you have fewer than 26 students, adjust the branches in the last "tiers." You could, for example, have 21 and 22 branch directly to the Last Page. Or you could have some students enter more than one poem to use up extra pages.
3. Think of other ways to use the random tree structure besides poetry. Can you construct a story that makes sense and yet comes out differently every time?

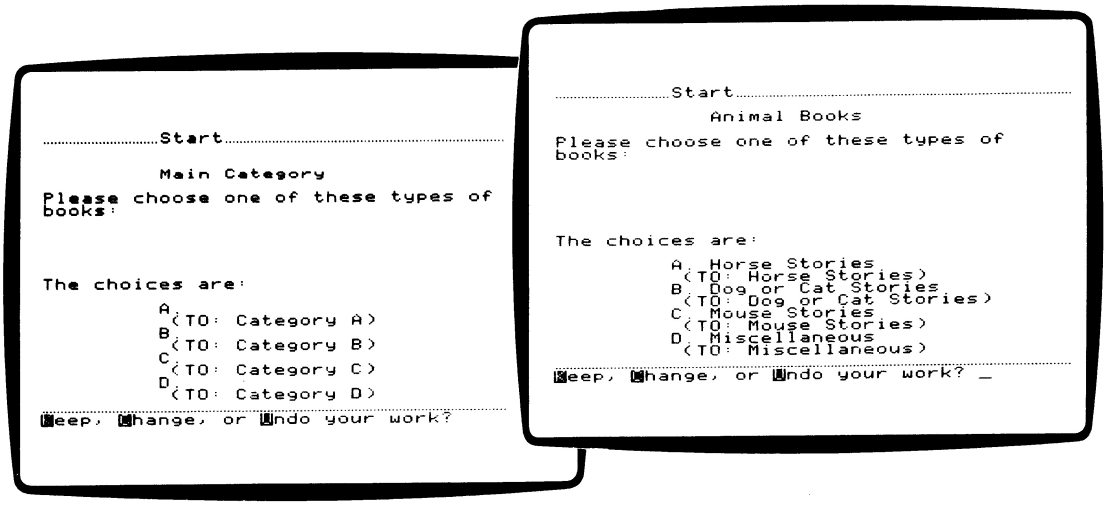
BOOK REVIEW SHELL

PROJECT: To create a STORY TREE file of book reviews in which students can "publish" their reviews in an information-retrieval format.

SUMMARY: Set aside one Story Disk for storing book reviews. The same shell may be adapted to store six different types of book reports on the disk. For example, your six files might be: Animal Books, Mysteries, Fantasy and Science Fiction, Adventure, Biography, and Realistic Fiction. Within each category, decide on four main types of books. Each type represents a branch of the story tree, and each book report will be one page of that branch. In an Animal Book tree, for instance, you might have branches devoted to horse stories, dog and cat stories, mouse stories, and miscellaneous animal stories. We have set up our sample to allow for four titles in each branch, but you can adjust that number any way you wish. Each book review page continues to a Last Page, which offers the choice between 1) starting over to select another book report, or 2) ending.

SAMPLE FORMAT: Here are some sample pages, first as you would type them for the shell, then as they might look when students have filled them in:

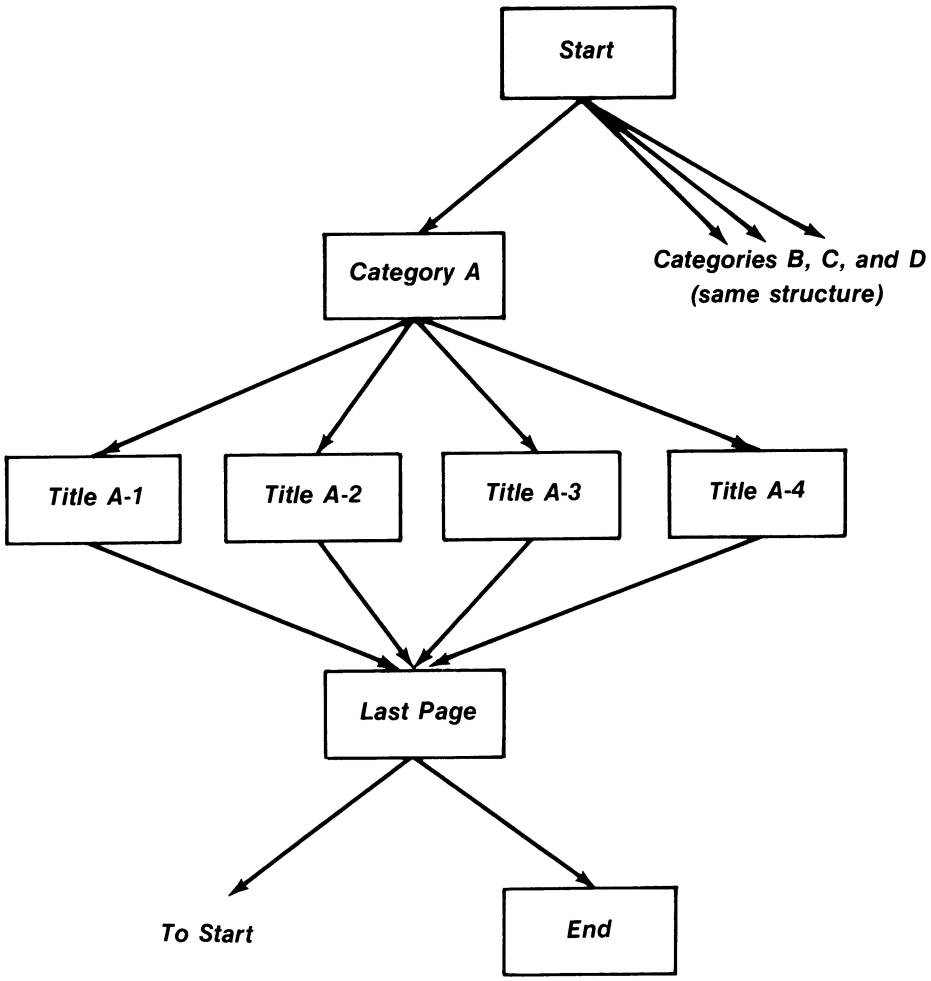
SHELL ***EXAMPLE***



(same as shell)

Here's a map of the Book Review Shell, with only category A filled in. Categories B, C, and D, would look the same, and all categories would share the End and Last Page pages.

BOOK REVIEW TREE



Using the Shell

When entering reviews, typists will have to follow these steps:

1. Go to the main category page (e.g., Category A, Horse Stories) and put your title on the first blank line in the list. Answer the question "Same branch?" with Y.
2. Go to the page number that identifies your title (e.g., A-4). On that page, you must enter your title twice. First, type your title instead of the number A-4 in the page name blank at the top. Then type the title again on the first line of the text, where the shell has the word "Title." (To save space, you will probably want to erase the word "Title.")
3. Under the title, type the author's name. Then beginning on the third line, type a short book report. If you have enough room to finish your report, answer Y to the question, "Same branch?" and keep your work.
4. If the report is too long to fit on one page, just answer N to the question "Same branch?" Then make the story continue to a new page. Name the page with your title and a "2". Finish your report on the second page, and then have the story continue to Last Page.

NOTES:

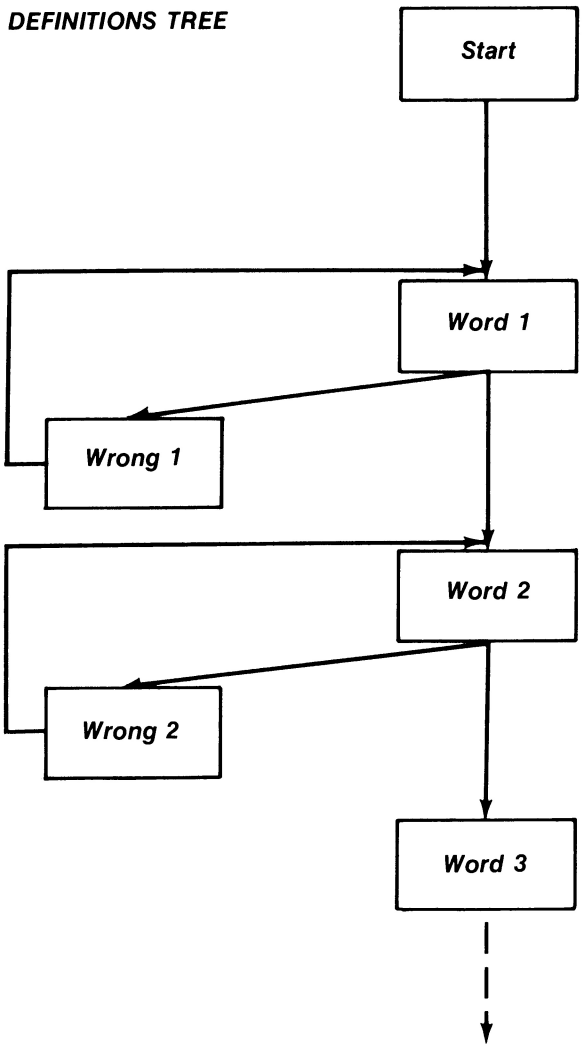
1. When students consult the Book Review STORY TREE as a browsing file, there are two ways they can read the book reports. They could begin at the beginning, and branch through the choices in the program to select the titles that interest them. Or they could answer N to the question, "Should we begin at the beginning?" In that case they would be able to select the title they want to see directly from the list of contents.
2. The tree structure is not limited to only four titles per main category. If there are more than four titles in a Category A (Horse Stories), for example, you can make Title A-4 be More Horse Stories. Picking that choice would lead to a second choice page for the remaining Category A titles. Or you can challenge the class to find a higher category within horse stories to use in the first choice page. For example, the page might offer a choice of Classic Horse Stories and New Horse Stories.

DEFINITIONS SHELL

PROJECT: To create a vocabulary development game similar to the game "Fictionary."

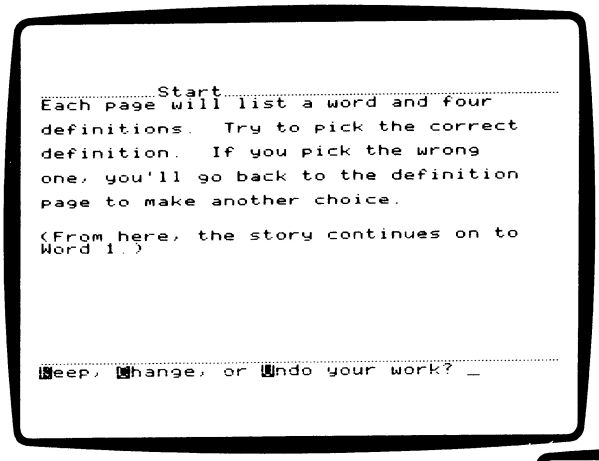
SUMMARY: Each main page of this STORY TREE shell presents a word and four definitions. Only one is the dictionary definition. The others have been invented by students. The correct choice will lead the reader to the next word. An incorrect choice will branch to a page which tells the reader who tricked him or her with a good fake definition.

SAMPLE FORMAT: The tree structure of this shell is especially simple. Here's what it looks like:

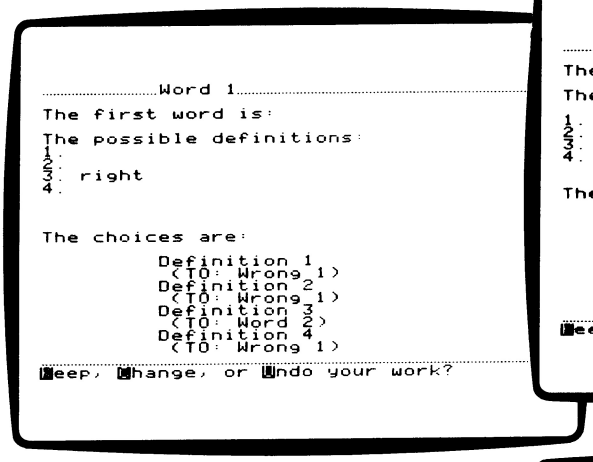


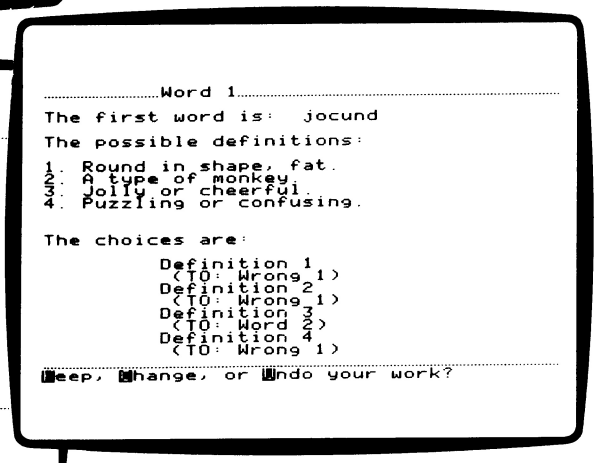
This format can continue for as many words as you wish to include. After the last word, the tree simply ends by continuing to an empty page. Here are a few pages of the shell with filled-in examples:

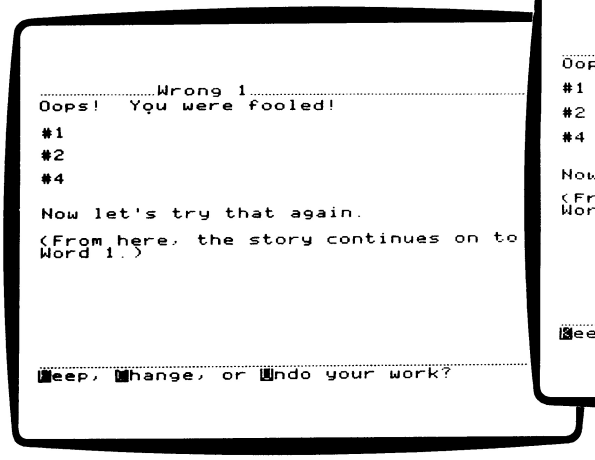
SHELL ***EXAMPLE***

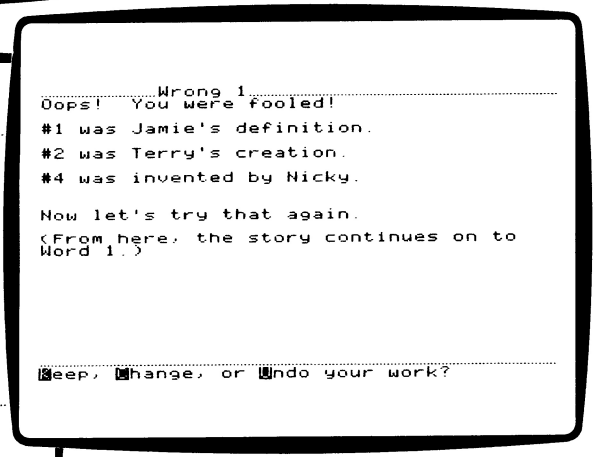

Start
Each page will list a word and four definitions. Try to pick the correct definition. If you pick the wrong one, you'll go back to the definition page to make another choice.
(From here, the story continues on to Word 1.)
Keep, Change, or Undo your work? _

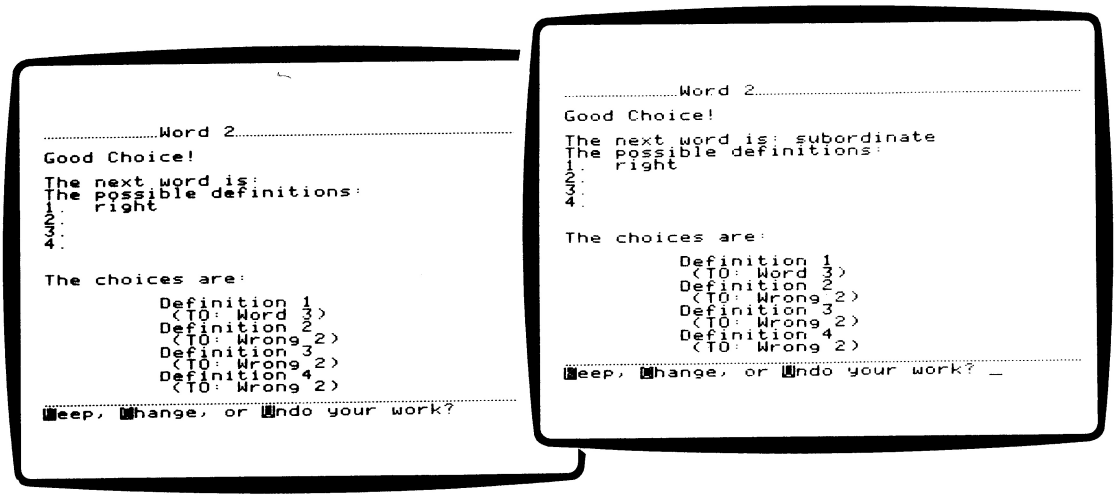
(same as shell)








Wrong 1
Oops! You were fooled!
#1 was Jamie's definition.
#2 was Terry's creation.
#4 was invented by Nicky.
Now let's try that again.
(From here, the story continues on to Word 1.)
Keep, Change, or Undo your work?



NOTES:

1. In order not to reinforce incorrect choices, the tree is set up so that students can make only one wrong choice before learning the correct definition. Then they are routed back to make the correct choice before continuing to the next word.
2. You may wish to have students use the dictionary to come up with their own suggestions for inclusion in a definitions tree.
3. Reading through a definitions tree would make a good whole-class activity. Students will enjoy seeing whether their fabricated definitions can stump their classmates.
4. When creating the shell, you'll have to decide in advance which numbered definition will be the correct one, in order to set up the appropriate branch. Since students will discover which definition is correct on each page, you may want to have several master versions of this shell.
5. This shell is a natural for letting students make simple tutorials for each other. Instead of displaying a word with possible definitions, each main page could pose a problem with a choice of right and wrong answers, all created by the students. Each "wrong" page could tell who made up the wrong answers, give a hint that would help the reader find the right answer, or show how to get the right answer.

MULTIPLE-CHOICE SHELL

PROJECT: To construct a multiple-choice learning game with explanations for right and wrong answers.

SUMMARY: Each page of this tree includes a question followed by four possible answers. An incorrect answer choice leads the student to a page which explains why that particular answer is incorrect, and then back to the original question. The correct answer leads to a "right answer" page and then on to the next question.

You can easily modify this shell to make a True-False tree. Have each page end in two choices — true and false. Have the correct choice lead to a "right answer" page and on to the next question; have the incorrect answer lead to an explanation and then back to the original question.

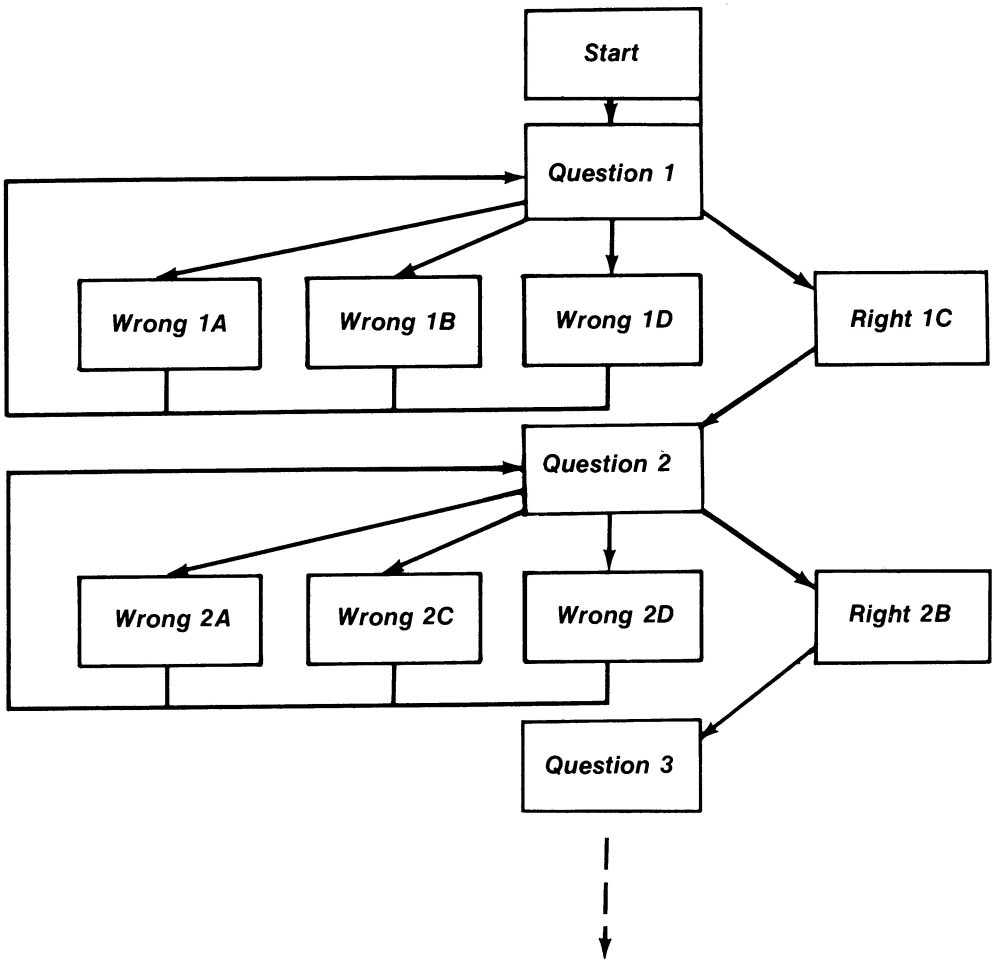
You can also use this shell to create a What Happens Next tree. A page might have a paragraph describing an historical event, for example, and end with choices as to what happened next. The correct choice would lead to an explanation page and the next event, the incorrect choice to an explanation page.

As an enhancement to these types of learning games, you might also want to build a scoring mechanism into the shells. You can do this by indicating on the first screen that players begin each game with 100 points, for example. On subsequent answer screens, indicate that players should add or subtract a particular number of points for, respectively, right or wrong answers. For example, for a question with four possible answers, a right answer might be worth +20 points, and each wrong answer, −5 points.

The process of constructing these types of learning games — including not only asking questions and providing correct answers, but providing the likely wrong answers and explanations as well — can help students gain invaluable insights into the particular content.

SAMPLE FORMAT: Here's a diagram of a multiple choice tree for questions with four possible answers:

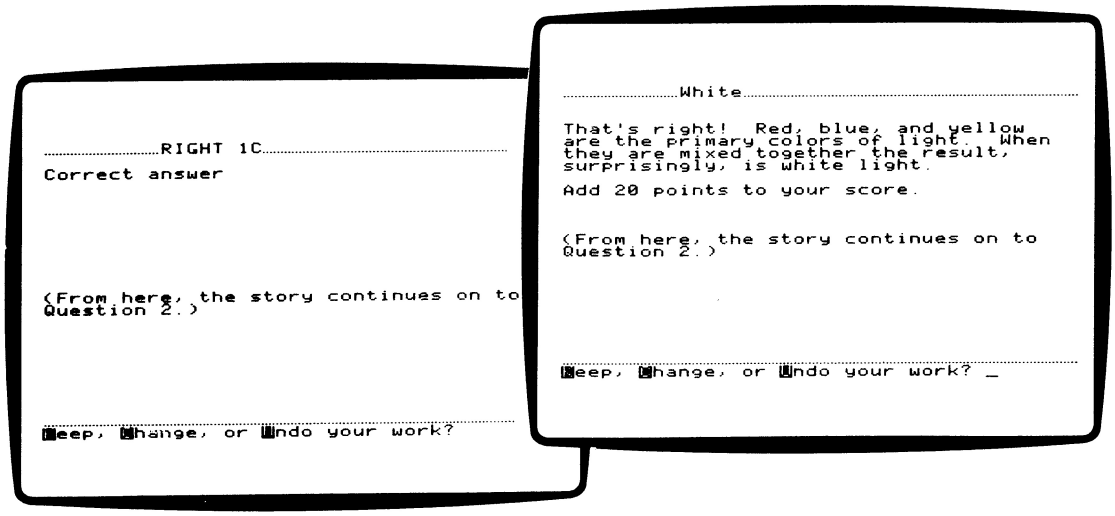
MULTIPLE-CHOICE TREE



Here are a few sample pages from the shell with examples filled in:

SHELL ***EXAMPLE***

Start
Each page will pose a question followed by four possible answers. Try to select the best answer for each question. If you like, you can keep your own score. Start by giving yourself 100 points. Then, add or subtract the number of points indicated on each answer screen. Happy thinking!
(From here, the story continues on to Question 1.)
Keep, Change, or Undo your work? _
(same as shell)
Question 1
Question:
The possible answers:
A:
B:
C: right
D:
The choices are:
Answer A
(TO: Wrong 1A)
Answer B
(TO: Wrong 1B)
Answer C
(TO: Right 1C)
Answer D
(TO: Wrong 1D)
Keep, Change, or Undo your work? _
Question 1
What color light is produced when you mix red, blue and yellow light?
The possible answers:
A: Black
B: Brown
C: White
D: Purple
The choices are:
Answer A
(TO: Black)
Answer B
(TO: Brown)
Answer C
(TO: White)
Answer D
(TO: Purple)
Keep, Change, or Undo your work? _
WRONG 1A
Wrong answer and explanation
(From here, the story continues on to Question 1.)
Keep, Change, or Undo your work? _
Black
No, black is the absence of light. Therefore, black cannot be the answer.
Subtract 5 points from your score.
(From here, the story continues on to Question 1.)
Keep, Change, or Undo your work? _


RIGHT 1C
Correct answer
(From here, the story continues on to Question 2.)
Keep, Change, or Undo your work?
White
That's right! Red, blue, and yellow are the primary colors of light. When they are mixed together the result, surprisingly, is white light.
Add 20 points to your score.
(From here, the story continues on to Question 2.)
Keep, Change, or Undo your work? _

NOTES:

1. When creating this shell, make sure to plan which answer location—a, b, c, or d—will be the correct one in order to set up the appropriate branches. Since students will discover the "correct" spot on each page, you might want to create several master versions of this type of shell.
2. Make sure to vary which choice is correct from question to question.

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